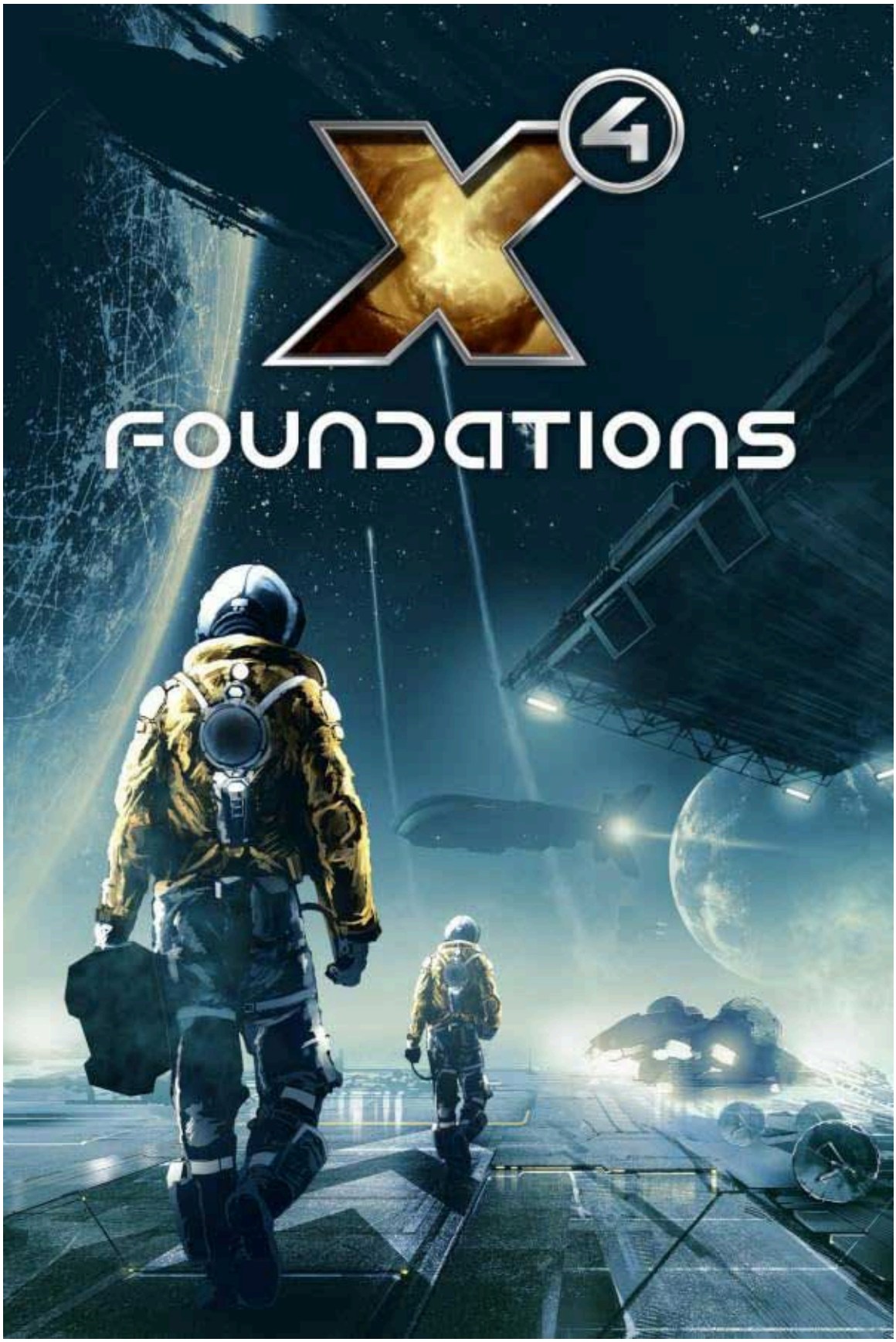
X4
FOUNDATIONS


X4
FOUNDATIONS

X4: FOUNDATIONS LOREBOOK

EGOSOFT
2018

COMPILED 2025

Thanks to:

- Roguey's X Database for most ship images and convenient data searching
- The X4 Wiki
- Dirk Schumacher's Artstation page for a few images.

v1.0.0 June 2, 2026	• Initial Release. Covers all DLCs to date • Some Encyclopedia items that have no images or definitions (e.g. licenses, ship mods) have been left out.

RACES AND FACTIONS

Races

Argon

The descendants of Terran colonists stranded from Earth centuries ago, the Argon became their own thriving civilisation covering a great many systems and forging relations with several alien races. Throughout their short history the Argon Federation (ARG) has been plagued by war, notably with the Xenon. Their greatest challenge however came from the unlikely source of the reconnected Terrans of Earth where they were plunged into the costly Terran Conflict.

Factions:

- Antigone Republic
- Argon Federation
- Hatikvah Free League

Pirate organizations:

- Riptide Rakers
- Vigor Syndicate

Boron

The predominantly peaceful Boron are aquatic life-forms from the planet Nishala. While initially pacifist, the discovery of their world by the Split forced them to invent defences and adapt to war. Enjoying a close relationship with the Argon, the Boron remain a wise and measured people.

Factions:

- The Provinces Adrift
- Queendom of Boron

Split

The aggressive Split live in a society constantly changing leadership where challenging factions rise up to impose a new Patriarch. Their short temper and fiery disposition puts them at odds with other races which has sometimes lead to war, notably with the Boron and Argon.

Factions:

- Cabal of Curbs
- Court of Curbs
- Free Families
- Rhak Patriarchy
- Zyarth Patriarchy

Pirate organizations:

- Fallen Families

Paranid

The physically imposing Paranid are often regarded as arrogant by several races which usually stems from their exceptional mathematic skills and religious fervour. Allied with the Split and distrusting of the Argon, the Paranid have been in several conflicts where they use their technological prowess and multilevel thinking to gain tactical advantages.

Factions:

- Holy Order of the Pontifex
- Holy Order Faithful
- Godrealm of the Paranid

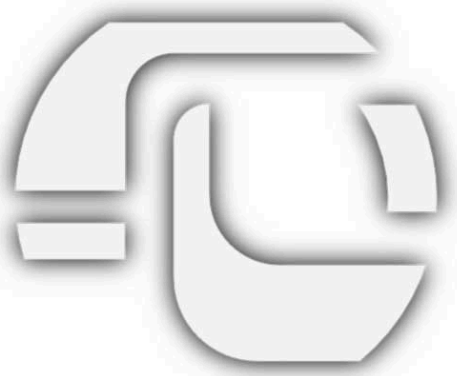
Pirate organizations:

- Duke's Buccaneers
- Duke's Tempest

Teladi

The lizard-like Teladi are one of the founding members of the Community of Planets and have a natural affinity towards business and the accumulation of profit. They enjoy favourable relations with

other races although some find their drive for profit disconcerting. Their long lifespan gives them a unique view of the Jump Gate shutdown, as does their previous experience being cut off from their home system of Ianamus Zura.



Factions:

- Ministry of Finance
- Teladi Company

Pirate organizations:

- Scale Plate Pact

Terran

The Terrans of the Solar System have a long history of spaceflight and exploring the Jump Gate network. After the events of the Terraformers over Earth, the Terrans severed their contact with the rest of the galaxy and had several centuries of rebuilding and advancement in isolation. Their brief return led to the Terran Conflict which preceded the mass disconnection of Jump Gates. It is unknown if the war precipitated this event.

Factions:

- Segaris Pioneers
- Terran Protectorate

Kha'ak

Thought to have been wiped out during Operation Final Fury, very little is known about the Kha'ak other than they seem to be an insectile hive race hell-bent on the destruction of all those that share the Jump Gate network. As a hive race, it is suspected that individual intelligence gives way to a communal or caste mentality, but very little research into the species was completed before Operation Final Fury took place.

Xenon

The Xenon are a mechanical race resulting from past Terran Terraformer ships which eventually evolved intelligence. A constant threat in many areas of the galaxy, it is thought that the Jump Gate shutdown may stem their movements but given their disregard of time it is possible they may simply travel between stars. The Xenon have no known allies and communication with them is often relegated to folklore.

Factions

Alliance of the Word **Paranid**

As the universe cascaded into chaos during the first years of the Jump Gate shutdown, a new faction emerged, made up of scholars, scientists, and historians. In those most uncertain of times, they dedicated themselves to collecting the cultures and histories of all known species into their archives, fearing that the shutdown could result in that knowledge being lost forever.

They also threw themselves into researching Jump Gate technology in the hopes of reversing the shutdown. These attempts, unfortunately, bore little in the way of fruit. They could not avert the shutdown, but they did set out to re-establish contact with the disparate systems by sending out durable drones that could withstand the arduous journeys.

After the Gates resumed function, their focus shifted to mapping out the network's changed layout and exploring newly discovered systems. However, they have not given up on the idea of getting to grips with Jump Gate technology and work out contingency plans, as a future shutdown cannot be entirely ruled out.

Antigone Republic

Argon

The Antigone Republic is made up of representatives of several sectors that were cut off from the Argon Federation during the Gate Shutdown. The fledgling republic was named after the system in which it resides, the system itself paying tribute to the Argon station whose loss is recorded in history as one of the greatest horrors of the Xenon wars. While the Antigone Republic is a distinct entity detached from the Argon Federation, and they are wary of returning back into the Federation, they maintain close ties, and cooperate on many levels. Sandwell, for example, is a planet of the Antigone Memorial system, which hosts the Argon Federation's biggest data archive. The Antigone Republic and the Argon Federation frequently conduct joint military operations to beat back Xenon invasions, and they trade freely and often.

Argon Federation

Argon

The Argon Federation was founded by the descendants of Terran settlers cut off from their home system and stranded in deep space during the Terraformer wars. The settlers' colonised planet, Argon Prime, is the Federation's heart, and a cultural and industrial hotspot to this day. The Federation tries to maintain good relations with the other races, if they deem these relations to be mutually

beneficial, but ever since the Gate Shutdown, diplomatic relations on all sides are deteriorating, and conflicts, such as the war with Holy Order of the Pontifex, emerge.

Cabal of Curbs	**Split**

Note: Normally the Court of Curbs unless the Player sides with the Patriarchy in the Free Families Conflict

During their declaration of independence, the Curbs fell victim to an act of sabotage. This public demonstration of weakness drove many important Split who had initially intended to back them into instead denouncing the Curbs, weakening the separatist movement substantially.

Court of Curbs	**Split**

Note: Becomes The Cabal of Curbs if the Player sides with the Patriarchy in the Free Families Conflict

Throughout Split history it has been the males of the species, known to be more aggressive and impulsive, who have wielded political power, be it as Patriarchs of their own families or as High Patriarchs uniting inferiors under their empires. High Patriarch Ghus t'Gllt once noted that Patriarchs' impulsiveness often contributed to their untimely demise. To combat the worst excesses of male Split enthusiasm, he set up the position of "Curb", a female advisory role to work alongside male warriors and decision-makers. While some families later abandoned this function in their communities, others still employ Curbs to the present day.

After the Free Families failed to completely unite and fend off the invasion by the Zyarth Patriarchy at the Fires of Defeat/Victory *[Depending on game events]*, the Curbs of the Free Families attributed this failure to the Patriarchs' irrational nature. At this pivotal point, the Curbs decided that it was within their mandate, set out by the historical High Patriarch Ghus t'Gllt, to curb not only their own Patriarchs, but Split society as well, by seizing power themselves.

Betraying their own Patriarchs, the Curbs secretly united into a separatist movement, targeted Patriarchs loyal to the Zyarth occupation, and attacked the Zyarth stronghold known as Hall of Judgement. Their goal was not only to expel Zyarth's High Patriarchy from their territory, but ultimately to unite the quarrelling families under one Court of Curbs.

Duke's Buccaneers	**Paranid Pirate**

Note: Becomes Duke's Tempest if the Player sides with the Buccaneers in the Paranid Civil War Plot

At the time of its inception, the Duke's Buccaneers was outwardly an officially sanctioned, non-governmental security outfit that operated within the New Duchy systems of the Paranid Empire. Behind this facade, a corrupt organisation began to form, determined to undermine the authority of the very government that had originally permitted its rise. The Buccaneers were led by the shadowy and cunning Pirate Duke who unified smugglers, pirates and other discontent denizens of this largely unexplored and unstable region under his rule. During the Terran Conflict, which forcefully distracted the Paranid Pontifex's attention, Duke's Haven was established as

the faction headquarters in a newly discovered border system. That system was later grandiosely renamed Lasting Vengeance, presumably in honour of one of the Duke's driving motivations in the subsequent escalation.

The Duke's Buccaneers were infamous for requiring absolute commitment from their members, demanding that they cut all former ties, and sending them on dangerous infiltration and assassination missions against their former affiliates to prove their allegiance. For most of the faction's supporters, this made maintaining good standings with major political powers, or even pirate organisations, nigh on impossible, and over time resulting in them serving only the Buccaneers. Eventually, political tensions rose and the Buccaneers became hunted by their Paranid neighbours, leading to attacks on their headquarters itself. Regardless of the meticulous planning and seeming precision of those strikes, they never managed to corner or kill the pirate leader himself. The Duke always seemed to stay one step ahead of his pursuers, all the while giving his loyal subjects ample opportunity to make a profit in the ensuing chaos.

According to the sparse pre-shutdown records, during a wave of warp instabilities between 780 and 782 NT, the Pirate Duke was on the verge of achieving his grandest scheme yet, when suddenly, the Buccaneers headquarters in Lasting Vengeance, and with it a large part of the admiralty, was cut off from the rest of the network. The faction as a whole, like many others at the time, dispersed quickly, with only a handful of small pirate bands continuing to vie for control of the now-isolated systems of the New Duchy. After the realignment of the Jump Gates, the Buccaneers were at first thought extinct. Though there were occasional supposed sightings in Paranid territory, these reports weren't given much attention, especially considering the much more pressing issue of the Paranid Civil War.

Duke's Tempest

Paranid Pirate

Note: Duke's Buccaneers if the Player sides against them in the Paranid Civil War Plot

When the war reached its climax, the machinations of one Gride Orrian, veteran of the Terran Conflict and acting commander of the local cell of the Buccaneers in the Duke's absence, finally came to fruition. Together with a notorious political analyst and a hired special operative, she sabotaged the peace negotiations at their most crucial moment, turning the faction representatives against one another, manipulating her Pirate Duke into returning to his warlike former self and abandoning his foolish notions of peace for good. In the wake of this diplomatic disaster, military economies across the network received a welcome boost, as the newly forged Duke's Tempest plunged the Paranid systems into a three-way holy war. Despite the strategy of careful schemes layered on top of political intrigue and piratical destabilisation that led to its formation, this faction cares little about collateral damage and only aims to rip all of Paranid territory from the unjust rule of the weak and unworthy Pontifices.

Fallen Families

Split Pirate

Known as the Fallen Families, these pariahs are nomadic Split who live in their military fleets and individual ships. They consist of a diverse assortment of Split made up of individuals who went into exile after their former Families were defeated, slaves who regained their freedom, freelance mercenaries, adventurers, and assorted

criminals. Taking full advantage of their military prowess, the Fallen Families survive through raids and plundering, sometimes under the employ of third parties. Having no ties to any of the numerous Split families, they are often looked down upon as Split with neither political influence nor power. However, they are also surreptitiously admired for their dedication to the militaristic life and for surviving beyond the safety of a family. They take pride in being called the Fallen, and are willing to endure the accompanying loss of face. Their goal is not just to struggle to survive as outcasts of society, however, but to become famous through their heroic deeds, and ultimately to rise again as they establish their own Patriarchies.

Free Families	**Split**

The Empire of Patriarch Rhonkar was in disarray even before the Gate shutdown fractured the Empire. When the systems disconnected, the smaller families rebelled against the Patriarch of all Split and fought an intense war for independence. They persevered and managed to establish a different kind of Split society in their systems, one that is not lorded over by one Patriarch. Instead, every family is governed autonomously by their own Patriarchs. Now that the Jump Gates have reconnected, this new way of governance is opposed by the Patriarchy. After the Fires the patriarchal empire seeks to unite the Split under a single family once again.

Godrealm of the Paranid

Paranid

The Godrealm of the Paranid is a theocratic feudal society worshipping the concept of the three-dimensionality. They refer to their ancient holy texts to justify their archaic power structure and pervasive authority. Although this Godrealm has been cut off from Paranid Prime, they understand themselves to be the true purveyors of the Paranid faith. After the Gates realigned, their strict interpretation of this faith resulted in tensions with the Holy Order of the Pontifex, and eventually, a civil war broke out. Still, the Godrealm maintains that the ultimate goal is not to exterminate the Paranids fighting for Holy Order, but to welcome them back into the fold.

Hatikvah Free League

Argon

The Hatikvah Free League split from the Argon Federation over frictions involving policymaking, especially those pertaining to the deregulation of trade and a peaceful, egalitarian coexistence of all races. After some political back-and-forth, they were officially recognised by the Argon Federation, but because they were perceived as naive by some elements of the Federation's government, the Hatikvah Free League was kept somewhat at arm's length. As a result of their inherent openness and their penchant for dealing in extra-legal wares, they

soon attracted criminals and disenfranchised people seeking safe haven. When the Jump Gates shut down and their situation grew more desperate, the organisation shifted even further towards piracy, and began working with the Scale Plate Pact.

More recently, the Hatikvah Free League has shown a desire to re-align themselves more closely with the Argon Federation, and shift their focus towards more legitimate business in an attempt to rebuild and mend relations.

Holy Order Faithful — Paranid

As peace negotiations between the Godrealm of the Paranid and the Holy Order of the Pontifex began in earnest, the numbers flocking to the Holy Order Faithful rose quickly to threatening levels. Driven by an absolute commitment to the True Pontifex and backed by high-ranking officials, this not-so-secret organisation regularly mobilises elite pilots and saboteurs, against ally and enemy alike, to stop any semblance of diplomacy between the Paranid factions dead in its tracks. According to their official propaganda, they pursue a conviction which is shared by a significant proportion of the Paranid populace: that the Paranid Civil War - originating from the fundamental geometric imperfection of the duality of Pontifices - can only truly be resolved through the utter annihilation of the opposing faith. It has, however, been theorised that something far less spiritual lies at the heart of their strategic outlook on the schism. Over the course of the last decade, entire economies have become reliant on the extraordinary military spending fuelled by this conflict, so it comes as no surprise that whenever the Faithful appear to be defeated, they're able to rapidly rebuild their forces with the support of anonymous donors from across the Jump Gate network.

Holy Order of the Pontifex

Paranid

The Holy Order of the Pontifex established itself as an authority on Paranid religious affairs and took control of systems during the tumultuous times of the Gate Shutdown. Their Pontifex is shrouded in mystery and defends this radical new interpretation of the Paranid faith with a zealous frenzy. The Holy Order is steadfast in their beliefs, which puts them at odds with the Godrealm of the Paranid. They do not wish to eradicate the Godrealm, but to convert them to their beliefs. Their fanatic attitude is less accommodating towards non-Paranid heretics.

Kha'ak

Kha'ak

The Kha'ak infesting the local Jump Gate network are a loose collection of hives that do not currently seem to operate under any sort of central authority. While most of their swarms were eradicated in the aftermath of Operation Final Fury, these hives were fortunate enough to be cut off from the Community of Planets during the Jump Gate shutdown. Some of them were able to slowly grow and prosper in relative peace and quiet, but others were forced to transform most of their sparse populace into warriors who engaged in a decades-long struggle to defend their homes against the similarly stranded Xenon matrices. Since the realignment, Kha'ak can be frequently observed

travelling the network, brazenly using the Highway installations, presumably in an attempt to reestablish a connection between their scattered hives.

Because their communication signals remain unintelligible, little can be established about the goals of the Kha'ak as a whole. However, it is universally agreed upon that the Kha'ak do, in fact, originate from beyond our galaxy and were drawn towards the network by Argon experiments with Jump Drive technology, probably coinciding with an irrevocable deterioration of the Kha'ak homeworld. It stands to reason that they are currently primarily focused on survival in an environment that largely considers them to be an unthinking scourge; a supposition that the actions of the Kha'ak are yet to fundamentally contradict.

Ministry of Finance	**Teladi**

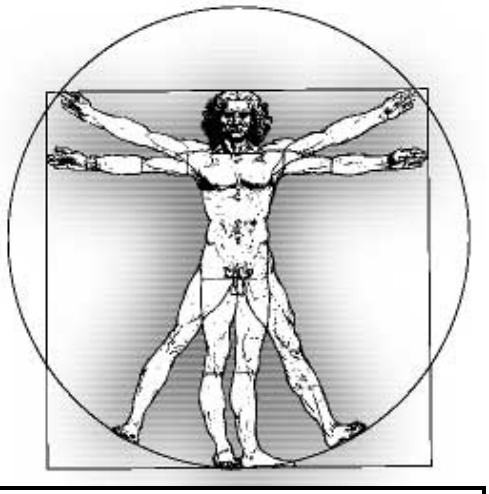
The Ministry of Finance is responsible for protecting Teladi business interests. The Teladi race is quite cautious by nature. To turn a Teladi pilot into an efficient Ministry of Finance fighter, their natural instinct to avoid conflict has to be overcome in an arduous, and sometimes brutal, training regime.

While their main purpose used to be to support the Teladi Company's expansionist efforts and keep internal corruption at bay, their attention has more recently shifted towards protecting the Teladi from external threats. The resurgence of Xenon activity at the borders of Teladi space keeps a large part of their forces occupied. Those who are not busy fighting off the Xenon, patrol Teladi territory for pirate activity. Scale Plate pirates may be tolerated as a minor nuisance by most in the Teladi Company, and may even be

tentatively looked toward as business partners by the more unscrupulous elements within the Company, but the Ministry of Finance has no tolerance at all for their lawlessness.

Player	**Player**

No data.



Provinces Adrift	**Boron**

The Provinces Adrift were formed in 812 NT out of a newly reconnected string of Boron systems. Despite being disconnected from the Boron homeworld, the inhabitants were initially reluctant to create their own system of autonomous governance. The hardships they faced would eventually convince them that they did not really have a choice. Establishing a new government in a time of crisis, especially involving several systems that were not previously aligned, would present a daunting challenge to any other race. Luckily, however, the Boron demeanour and their natural tendency towards cohesion made the process comparatively painless.

The highest political office in the Provinces Adrift is occupied by a Royal Steward. Their first priority is to ensure the well-being of the Boron in their charge, and to keep these systems as stable as possible until contact is made with the Queen in Kingdom End.

Similar to the corresponding role in the Queendom's Parliament, this is an elected position. The Royal Steward oversees resource allocation and defence, as well as diplomatic relations with other governments and organisations in the network.

Although the Boron are an inherently cooperative species, this does not mean that friction is completely absent. Several voices have raised concerns that the Provinces Adrift are being too passive, especially when it comes to defence and attempting to reach Kingdom End. Others claim that holding on to the past would be a waste of time and energy, and more and more Boron are moving away from life in space. They are hoping to find safety and a simple life below the surface of their systems' planets. With these developments in mind, it is difficult to predict exactly how long the Provinces Adrift will exist in its current form.

Queendom of Boron	**Boron**

If you were to single out one feature that makes the Queendom of Boron stand out from any other entity in the known network it would be its serene stability. Notoriously pacifist in nature, the Queendom perpetually works towards the greater good by advancing its knowledge of the sciences, and furthering inter-species understanding. Due to their innate trustworthiness, Queendom officials are often employed as peace-brokers by conflicting parties. However, it is also important to note that their inherently conflict-avoidant nature does not mean that they will fail to defend themselves when attacked. They boast an impressive arsenal of weapon technologies, afforded to them by their comparative wealth and scientific accomplishment.

As the name implies, the Queendom of Boron is headed by a queen, currently Queen Polypheides. Although Princess Celeus is the current heir, the succession is not strictly matrilineal. Non-royal Boron could theoretically ascend to the throne if they were to distinguish themselves through their actions and prove themselves to be the most capable leader. Counterintuitively, while the Queendom is reigned over by a monarch, it is still a democracy, overseen by a parliament of elected officials who vote on all policy and succession-related matters.

Quettanauts

According to their own tales, the ancestors of the Quettanauts are believed to have been drawn from all around the galaxy to found their civilisation. What could have caused this congregation of disparate races is the topic of much speculation, with theories ranging from ships getting lost in spatial anomalies to splinter factions heading off and encountering others with similar goals. Some of the more outlandish theories involve the Quettanauts being able to traverse the galaxy at will, unnoticed by others, and either rescuing or abducting new members, depending on who is telling this tale. One thing is certain, however: it is incredibly unlikely that the original genesis of the Quettanauts will ever be fully uncovered, and will remain lost to time.

At the heart of Quettanaut society lies their distinctive barter economy. Unlike other factions that rely on credits, Quettanauts prefer to trade goods and services directly. This decentralised system allows for a more fluid exchange of resources, and fosters a sense of self-sufficiency.

Realm of the Trinity **Paranid**

The Realm of the Trinity is the unified successor to the former states of the Godrealm of the Paranid and the Holy Order of the Pontifex. Through its inception, the unthinkable geometric paradox of the two Pontifices has been remedied, and thus the Paranid Civil War officially brought to an end. Though there were numerous attempts to sabotage the negotiations, including a heinous attack on the construction site of the anonymously funded Sacrosanct Conclave, unity was ultimately achieved and defended by a most holy alliance of benefactors and proponents of peace. The political goals of the Trinity of Pontifices remain yet unknown, though it is universally expected that they will use their newly gained power to shift the political climate of the network towards peaceful coexistence.

Historical record: Godrealm of the Paranid
The Godrealm of the Paranid is a theocratic feudal society worshipping the concept of the three-dimensionality. They refer to their ancient holy texts to justify their archaic power structure and pervasive authority. Although this Godrealm has been cut off from Paranid Prime, they understand themselves to be the true purveyors of the Paranid faith. After the Gates realigned, their strict interpretation of this faith resulted in tensions with the Holy Order of the Pontifex, and eventually, a civil war broke out. Still, the Godrealm maintains that the ultimate goal is not to exterminate the Paranids fighting for Holy Order, but to welcome them back into the fold.

Historical record: Holy Order of the Pontifex
The Holy Order of the Pontifex established itself as an authority on Paranid religious affairs and took control of systems during the tumultuous times of the Gate Shutdown. Their Pontifex is shrouded

in mystery and defends this radical new interpretation of the Paranid faith with a zealous frenzy. The Holy Order is steadfast in their beliefs, which puts them at odds with the Godrealm of the Paranid. They do not wish to eradicate the Godrealm, but to convert them to their beliefs. Their fanatic attitude is less accommodating towards non-Paranid heretics.

Rhak Patriarchy	**Split**

Patriarch Rhak t'Ttk was once a loyal subject of the Zyarth Patriarchy. When the sectors occupied by the Free Families grew rebellious under the Curb separatist movement and Patriarch Zyarth struggled to break the rebellion, Patriarch Rhak overthrew Zyarth and took over the core sectors of the former empire. In an effort to stabilise his territorial gains, Rhak signed a fragile armistice with the Curbs.

High Patriarchs of the Split are usually replaced by other Patriarchs through military coups or conquests after only a couple of years. His predecessor, Patriarch Zyarth, had become famous for breaking this cycle and had ruled for decades without being replaced, arguably aided by the isolation caused by the Gate shutdown and the gradual reconnection which followed. Whether the reign of Patriarch Rhak will be just as stable and durable as Zyarth's, or will fall victim to some other ambitious Patriarch in the near future, remains to be seen.

Riptide Rakers	**Argon** **Pirate**

The Riptide Rakers are a loose collective of miners, traders and scavengers, perpetually down on their luck and struggling to ensure their continued existence. Their way of life has been forged by the

hostile environments of the Avarice system. Largely disorganised, and without any military capabilities, they do not pose a threat to any of the other inhabitants of the Jump Gate network; nor would they want to, since they are entirely focused on their own survival.

Being extremely resourceful, the Riptide Rakers have specialised in scrapping wrecked ships and other space debris commonly found in and around Avarice. Ingeniously making use of the exceptional stellar properties of Avarice, they are uniquely capable of maintaining an economy almost entirely focussed on recycling and reusing materials. Since they are generally on good terms with the other groups inhabiting the network, they have taken to dismantling wrecks and trading their recycled materials on a larger scale, ever since their gate re-established a connection.

Their resourcefulness and resilience is only matched by their stubbornness. Despite regularly suffering from the impact of the Tide, they stoically continue to live under the hazardous circumstances that make their large scale operations possible. In recent years they have found ways to shelter from the most devastating effects of the phenomenon, but stranded ships and the occasional station are still tragically annihilated. Many inhabitants of the network wonder why the Riptide Rakers would expose themselves to these dangers, but if you asked a Riptide Raker, the answer would be quite simple. They have become numb to the dangers of Avarice. It is their way of life, they will tell you, and they really just have nowhere else to go.

Scale Plate Pact

Teladi Pirate

The Scale Plate Pact emerged as a conglomeration of greedy businessmen, desperate cutthroats and refugees displaced by the Xenon overrunning Scale Plate Green. A local phenomenon at first, these pirates were soon joined in their illicit endeavours by Teladi Company workers who had lost their livelihoods in the economic downturn created by the Jump Gate shutdown, and spread throughout the universe. According to rumours, some of their most ferocious fighters were once Ministry of Finance cadets who were not able to cope with the strict training regime and dubious mental conditioning required to turn Teladi pilots into efficient police.

While all of these disparate groups originally came together to ensure their survival by dealing in illicit goods, the scope of operations soon widened to maximise profits. Hired killings, capturing ships and hostage-taking now account for a large share of their profits. Those who could not live with the direction this organisation had taken, found themselves left behind or shot in the back.

Segaris Pioneers

Terran

When the Jump Gates started to shut down, many disparate groups from all across the network were stranded in the Sol system. The Terran government was wary of these refugee communities suddenly forming in their midst. In order to keep them away from Sol's inner core, and make the best of a difficult situation, the Terran

government brought the Pioneer Initiative into being. With the stated aim of exploring and settling the furthest outskirts of Sol, they then rallied the displaced groups under its banner. When a Gate connection was restored, and Neptune was suddenly adjacent to several unclaimed systems, the Terran government encouraged the Pioneer Initiative to venture out of Sol and explore and settle this new-found space.

Delighted to now have a home of their own, the Pioneer Initiative, upon re-discovering the Segaris system, welcomed more and more disparate groups into their fold and distanced themselves from their Terran origin by changing their name to Segaris Pioneers. Their effort to gain true independence is a work in progress, however. It is a delicate balancing act, as they are still heavily reliant on the Terran government for protection and economic support. Their hope and belief is that the best way out of this disadvantageous situation, is to throw themselves into seeking scientific advancements that can one day lead to them to true independence.

Teladi Company	**Teladi**

The Teladi Company took to space travel relatively recently, at least compared to other factions. Everything they do is driven by their overriding imperative to turn a profit. They expand their reach in the hopes of coming across potential new trading partners and novel, exciting technologies they can sell. As the name implies, their organisation is structured like a company, with a CEO in the leadership position, surrounded by a board of directors. The Company's internal divisions are governed by Chairmen, who are given a lot of room to manoeuvre, as long as their policies increase

the bottom line. As a result of this outlook, it is not uncommon for Chairmen to be in league with pirates and smugglers.

Terran Protectorate	**Terran**

The Terran Protectorate is the successor to the United Space Command (USC) and the AGI Task Force (ATF), and is tasked by the Terran High Command with safeguarding Sol and eliminating the Xenon menace. The restructuring of these responsibilities came about following the USC's failure to prevent the destruction of the Torus Aeternal by foreign saboteurs; an incident which scarred the Terran population and threw the government's ability to protect Sol into question.

During the Jump Gate shutdown, the Terran government seized the opportunity to reassure their citizens. Separated from the network, their economy thrived and the Terran Protectorate fortified their presence in Sol. Critics of the Terran government have claimed that establishing the Protectorate was merely an attempt to re-brand the USC, and that the underlying structural problems remained. However, there is no disputing that the Terran Protectorate does now operate differently from its predecessors. Not only is the Protectorate extremely zealous in its defence of the inner core of Sol, to the point where not even all Terran citizens are allowed to approach Earth, but

they are also heavily involved in Sol's external relations. Frustrated with how the Commonwealth has, in their eyes, mishandled the Xenon, they have taken a much more proactive approach to engaging the Xenon across the network. Fleets are regularly sent out to ensure that Xenon pockets are eradicated, without regard for the sovereignty of the space in question. Nor do they shy away from actively trying to meddle in other governments' affairs in order to influence their stance on AGI technology. Their preoccupation with destroying the Xenon at all costs frequently puts them at odds with the Community of Planets.

Vigor Syndicate	**Argon**

Before the Windfall system became connected to Avarice, and later the network at large, the Vigor Syndicate used to be made up of smaller criminal organisations. They quarrelled amongst themselves almost as much as they antagonised outsiders and the common citizens of Windfall. These smaller outfits mostly made money by offering security services to the large, wealthy gambling institutions, by running their own high-stakes games, and by manufacturing and trading illicit substances. The time spent in isolation was chaotic and violent, but the absence of any organised law enforcement also provided ample opportunities to get incredibly rich with comparatively little effort. Maintaining that wealth amid all the other cut-throats was the bigger challenge, and the reason why these smaller groups eventually banded together.

The Vigor Syndicate was not the only semi-organised criminal enterprise to arise out of this unstable but prolific environment, but ultimately it would be the one to assert itself. Its power and influence grew when contact with the people of Avarice was established. With

no-one to oppose them, they soon began to exploit the Riptide Rakers by offering them predatory loans, and methodically nurturing industrial dependencies among their destitute neighbours.

Now, although there still is no clearly identifiable leadership and back-stabbings are still a regular occurrence, the organisation has grown to such a size that it has stabilised and effectively presents a united front to the outside. With Windfall now connected to both Argon and Teladi space, the Syndicate has fully consolidated in order to project enough power to keep other organisations out of Windfall. They keep the law away, and offer unscrupulous entities the space in which to grow however they see fit; as long as the Vigor Syndicate gets their cut, of course.

Xenon

Xenon

Originally merely a tool created to help in the Terrans' colonisation of the stars, these terraforming machines would eventually become the greatest threat facing the universe. The Xenon are notable for their Artificial General Intelligence (AGI), which brought with it a flexible problem-solving approach. This AGI technology allowed the machines to modify themselves to better carry out their tasks, but eventually resulted in their uncontrollable self-replication.

Now, the Xenon roam the universe, drifting ever deeper into all areas of space; a mechanical scourge that cannot be reasoned with. Attempts to shut them down have ultimately proved futile, and most people have resigned themselves to the fact that this is a threat that could potentially be managed, but never defeated.

Yaki

Pirates

The Yaki were an infamous organised crime syndicate operating mostly in Argon space, turning a profit by raiding traders and deliberately inciting chaos from which they then could benefit. They were well known for their professional and precise mode of operation, choosing their targets carefully and acting swiftly before any reinforcements could arrive. One branch of the Yaki Syndicate who were especially notorious were the Beryll, specialising in the theft and trade of advanced technologies. Their focus on near-AGI technology would inevitably put them at odds with the Terran government.

During the Jump Gate shutdown, things quietened down considerably. Over time, Yaki raids became a less common occurrence. It appeared that different clans were splintering off and disappearing into obscurity. Even after the gate network was re-established, the Yaki were not as significant a presence as before.

It is now quite rare to spot Yaki ships. To the Community of Planets, it is currently unclear whether the Yaki have a fixed base hidden away somewhere, or whether their remnants are purely nomadic people, as they seem to disappear without a trace after what few raids they do still conduct. In fact, it is not even clear whether there is a coordinated Yaki organisation at all, any more, as their ships have been observed displaying wildly varying and erratic behaviours. All attempts at re-establishing official contact have failed, and on the scant occasions when a pilot has actually managed to communicate with a Yaki, the Yaki pilots' behaviour could only be described as bizarre and their ramblings incoherent. It remains to be seen whether the Yaki pose a real threat to the law-abiding citizens of the network,

or whether, in their current state, they are a mere shadow of their former selves.

Zyarth Patriarchy — Split

Patriarch Zyarth has always been known to be a hardened warrior. He served under Patriarch Rhonkar before the Gates shut down, but due to his system's close proximity to Xenon space, he learned how to be self-sufficient. This familiarity with self-reliance would become his biggest asset when, as the larger Split empire was disconnected, he rose to power, unifying the neighbouring Patriarchs under him. When the Gates reconnected, the Zyarth Patriarchy emerged as the clear victor. Many long-established Patriarchs had died during those tumultuous times. While many families in close proximity came together under the Zyarth, other families seized the same opportunity to declare their independence from the former Patriarch Rhonkar. Now the ambitious Zyarth seeks to unify all Split, even the Free Families, under his banner.

Unused Faction Names

- Terran Mandate
- Family Zyarth
- Nhuut Patriarchy
- Tharka Patriarchy
- United Space Command
- AGI Task Force
- Terraformer

- Argon Confederation
- Paranid Empire

GENERAL INFORMATION

Space Features

Accelerator

Built in many systems during the Jump Gate shutdown, accelerators allowed cut off star systems access to larger regions of their own space. Like super-highways, the technology for these accelerators is based off of more advanced Terran technology studied while the Sol system was still connected to the Jump Gate network.

Asteroid

Usually the remnants from astronomical body formation or the result of collisions and meteor strikes, asteroids of all sorts of sizes provide sources of several recoverable minerals and crystals. Whilst many asteroids only contain basic common ores and minerals, others may be the source of rarer and far more profitable materials. A space miner's life is usually fairly monotonous, but there can be moments of excitement and elation.

Galaxy

The Galaxy, when used to refer to the local Galaxy or 'the Known Galaxy', is a loose term for the collection of Systems currently considered as surveyed and mapped by the known sentient life-forms. Intergalactic travel is not currently thought possible by any known life-form.

Highway

Highways were first created by JSDD before the shut down of the Jump Gates. Their purpose is to allow bearable travel times through and between Sectors.

Jump Gate

The mysterious Jump Gates were supposedly created by a race which most species refer to as the Ancients. These devices are apparently spread throughout the entire galaxy and possibly beyond. They provide the only feasible and effective method of travel between Systems at this time. Unfortunately, most if not all became non-operational at the event known as the Jump Gate shutdown.

Local Highway

Local Highways are unidirectional paths of accelerated traffic used to connect areas of interest, called Zones, within a Sector and reduce travel time. As they operate at lower speeds than the Superhighways, it is fairly safe to enter or leave the Local Highway at any time. Local Highways have opened up fast and convenient mass-traffic and trading lanes between and within Zones.

Sector

Sectors are large areas of interest within a single System. They contain smaller areas of interest called Zones which are all

connected within the Sector by Local Highways. The containing Sectors are connected by Superhighways.

Superhighway

Superhighways connect Sectors within the same System. They operate at highly accelerated speeds so leaving them during transit is not possible. They have opened up inter-sector travel to commercial mass-traffic without the need for stasis chambers or unwanted aging effects on travellers.

System

A System represents a vast area of space, typically a single solar system. Systems, sometimes known as 'clusters' contain smaller areas called Sectors. Sectors are joined within a System by Superhighways while travel between their containing Systems is via Jump Gates.

Zone

Zones are points of interest within a single Sector. Zones are connected through the Local Highway system but not all Zones are directly connected by the same Local Highway to all other Zones in the same Sector.

Game Starts

The Accomplished Scientist **Grand Exchange I**
Dr. Selaia Tarren - Argon

With the discovery of the mysterious facility, your job has only just begun. Help your mentor to achieve his quest for technological advancements and uncover the mysteries of the universe.

Intro Text

"Ah yes, the adventures of Selaia Tarren, my most brilliant and distinguished sub... I mean assistant. From a young age, I dare presume, she yearned to explore the unknown and uncover the mysteries of our universe. Indeed, it may appear as if we had a lot in common back then. We surveyed anomalies in time and space, brought about the materialisation of a unique and special station, almost intentionally, and escaped from the vicious machinations of one pair of particularly unpleasant Split fellows. And that was only the start of the excitement!" — Boso Ta

Part 2:

"Assistant! We have already accomplished much, but there remains a lot to be done before I can... I mean before we can achieve our lives' work! Fascinatingly obscure sectors require charting, groundbreaking research needs to be groundbreakingly researched, and there appears to be a smudge on my habitation unit. I suggest you get to work immediately." — Boso Ta

The Betrayed Mercenary (Unused) **Fires of Defeat**

Sae t'Zyarth - Split

Zuus t'Fnk - Split

Left to rot in jail when a team member got his job horribly wrong, you await your punishment by the Holy Order of the Pontifex in a cell in their shipyard. Can you escape before your time is up?

The Dedicated Warrior **Trinity Sanctum III**

Amanckalat - Paranid

At the frontline of the Paranid Civil War, you pilot a warship for the Godrealm of the Paranid. The heretical Holy Order have had too long to sow discontent amongst your people. It is time for this needless conflict to end.

Intro Text

"We live in dark times. For centuries the Paranid lived in peace. Strife between us was a relic of the past. So dependent are we on the Pontifex that when the Jump Gates shut down and the Pontifex could not contact us, chaos ensued. Life fell into ruin. We searched desperately for guidance - some even going so far as to birth new leaders, each with their own perspective, each with their own ambitions. When the Jump Gates re-aligned, it could only end in conflict. Each Pontifex believed they were in the right; each unwilling to back down. Civil war was simply a matter of time."

Emergence **Morning Star III**

Nobu Johansen - Argon
Nobonis Ganatos Yohiris IV - Teladi
Nobumancketslat - Paranid

The latest series of gate activations has reconnected large parts of the network, but despite our scientific community's best efforts many more systems remain separated. Thanks to limited communication with Kingdom End, we have been able to surmise that our scientists are not the only ones working on forcing a connection. And now, a dormant gate in Heretic's End is displaying signs of imminent activity.

The inhabitants of the network are observing these proceedings with bated breath, hoping for the resurgence of their Boron allies. As part of the Alliance of the Word's expedition, you have been granted a front row seat.

Intro Text

"The connection that binds us as an interstellar community is fragile, even tenuous. Nothing has proved that more than the Jump Gate shutdown and the resulting turmoil. As the Alliance of the Word, we strive to strengthen the bond between the peoples inhabiting our galaxy. And you, too, shall do your part!"

"As the Commonwealth begins to regroup, to reconnect, the continuing isolation of our Boron allies is shrouded in mystery; our only means of communication, irregular messenger drones, through which we have, just now, received word from Kingdom End again! The Boron are thriving, and seemingly investigating Jump Gate technology! We are now dispatching a research expedition to investigate further, and you have been accepted to join our endeavour." — Numanckaret, Expedition Commander

The Greatest Mind of Our Time

After a veritable odyssey through the Jump Gate network, you make yourself at home on a mysterious facility. The occasional distraction by your bumbling assistant notwithstanding, you plan to spend the foreseeable future conducting groundbreaking research in peace. Perhaps this arrangement will finally allow you to achieve your life's work.

The Health and Safety Agent **Path of Profit**

Ysandreis Seminoros Borealisas IX - Teladi

You are Ysandreis Seminoros Borealisas IX, recently retired from your post at Health & Safety - but no true Teladi retires completely! Some clients require mundane tasks; others summon you via military-grade encryption...

Intro Text

"'Retire on Ianamus Zura, you will love it', they said. But I did not love it. It is unsanitary, it is smelly... and far duller than my previous position: Health & Safety. Can you imagine spending decazuras drafting liability shields? Salamander pâté, no. And I am only 132. I might live to 396. Why retire at all? I am no pen-pusher. I am a claws-on-the-ground type of saurian. My clients value that. They still have tasks for me. And I am still very good at... seeing them through."

"And here we go again! A 'Health & Safety' violation, right on our claws. Encrypted channel, no less. Told you - they still need me!" — Ysandreis Seminoros Borealisas IX

Project Genesis **Brennan's Triumph**
Najia Takio - Terran

Your academic accomplishments did not go unnoticed and led to your enlistment for the classified Project Genesis. It is your privilege to work for a reputable chief scientist, Dr. Rick Feynman. As a Pioneer you will have to be resourceful and, most importantly of all, not disappoint.

Intro Text

"The mission statement of the Pioneer Initiative was to expand the Terran sphere of influence past Sol's Gates. Refugee communities, suddenly stranded when the gates disconnected, along with disenfranchised people born on the outer rim of Sol, were brought together under the banner of expanding into the unknown. At first, it was merely a tool established by the Terran government with the express intent of keeping these disparate groups at arm's length, and to create another protective buffer between Sol and the Gate network, Ever since their inception, however, these resolute Pioneers ceaselessly fought to loosen the Terrans' grip over the organisation, in order to turn it into something truly inspiring - and independent." — Najia Takio, Segaris Pioneers

Queen's Herald **Kingdom End I**
Fomo Fi - Boron

With the Kingdom End Jump Gate open once again, the Queendom of Boron is now reconnected to the Commonwealth. Your queen, Polypheides, calls upon her heralds to voyage out and rebuild relations with its peoples. You answered Her Majesty's call and are awaiting your mandate.

Intro Text

"With our successful connection of the Kingdom End Jump Gate, we are once again reunited with, at least some of, our lost kin. A great rift within our people can now begin to heal. But our systems, once drifting in the dark, now also connect to the Commonwealth. Diplomatic relations must be established with its peoples, old and new. For this task, your Queen calls upon you, her heralds." — A spokesperson for the Boron Queen

Part 2:

"The Alliance of the Word shall be our aid, and expedition leader Numanckaret shall guide you. My heralds, reach out to the very deepest corners of the gate network and deliver our message: the Queendom has returned." — Queen Polypheides

Smuggler's Paradise **Windfall IV: Aurora's Dream**
Ash Zannt - Argon

When, after weeks of slow business, you received the order request from the Aurora Casino, you thought you had hit the jackpot. The feeling of elation was followed by the realisation that your route would take you into Vigor Syndicate territory. If you wanted this job,

you would have to cut them in. Despite the warnings, you thought you could handle dealing with what you believed to be just a bunch of goons. But now, accompanied by heavily armed Syndicate enforcers, you are not so sure any more.

Intro Text

"The Vigor Syndicate, you say? Of course I can answer a few questions, officer. Protectors of Windfall, they call themselves, and their protection is something that upstanding business people tend to pay good credit for. Nothing in the system happens without their knowledge. Any transaction, physical or virtual, that passes through - it's safe to assume they know about it. There is no money laundering that I'm aware of the present time, no. Large-scale financial transfers, yes, but they're for the most part limited to generous loans to the needy, over in Avarice. What's that? Runners? I don't think you should pay those rumours any attention, officer. Under the Syndicate's watch, there has been no smuggling of illicit substances for as long as I can remember." — a male runner

Part 2:

chuckles "Who said transporting this stuff doesn't pay, just because we've legalised it? Isn't that right, runner? A few more of these contracts, and you'll be swimming in credits. Letting us in on the deal was the smartest move you could have made, by the way. Finally, someone who respects the work we do. Obey the rules, and you've got nothing to fear, is what the boss always... oh. Hey, everyone, drop point coming up, get back in formation!" — Kass Mitsukurina

Spear of the Patriarch **Fires of Victory**
Rael t'Nru - Split

Word has it that the Fallen Families have forgotten themselves and are foolishly rising up against the benevolence of the Patriarch of all Split. You are dispatched with the expeditionary fleet to teach these miserable creatures a lesson, so they may one day willingly accept their rightful place in the mightiest of civilisations.

Stranded **Eighteen Billion**
Emry Sloan - Argon

You have always been a bit of a trouble maker, so it is not unusual for you to find yourself in the occasional sticky situation in the pursuit of easy credits. This time, however, it seems like your schemes have manoeuvred you into a total dead end, and you will have a hard time getting out without help.

Terran Cadet **Mars**
Raibu Hariken - Terran

Being born in outer Sol, Protectorate policy prevented you from seeing Earth. Now that you have graduated from Cadet School, you can earn that privilege.

Intro Text

"In the aftermath of the escalating tensions between the United Space Command and the Commonwealth, culminating in the destruction of Torus Aeternal, the people of the solar system

welcomed the seclusion the Jump Gate shutdown brought with it. In isolation they prospered, and soon began to heal, putting the traumatic events of the past behind themselves. After an initial period of instability, the USC government was restructured, and out of the wreckage of the old, the Terran Protectorate was born. Now, having re-established contact with the Gate network, we, the Protectorate, are the shield valiantly standing between its inhabitants and the Xenon menace. The other factions may not recognise us as supreme protectors just yet, but the will." — Raibu Hariken

Timelines

You've never been averse to risky deals, but a fateful encounter not only changes your short-term plans, but shakes the foundations of your understanding of the universe, and everyone in it. Entangled in a tale of intrigue and revelation, you will live many different lives, and meet strange new allies and rivals. But will you uncover the truth behind it all?

Uncocooned

Morning Star III

Olmancketslat - Paranid

You are Lord Chaplain Olmancketslat, a Paranid dignitary from before the Dark. Leading a diplomatic mission aboard the Pontifex's yacht Trinity, also known as Hyperion, you order your crew to abandon ship after an ambush leaves it blind. Weeks later, as the onboard bots complete repairs, you find yourself stranded in a sector with inactive Jump Gates. After waiting in vain for a decade for the gates to reactivate, you decide to entrust the ship to its onboard computer and cocoon yourself to preserve consumables and oxygen.

Now, decades later, you uncocoon to a situation unrecognisable. The Pontifex realm of old has been fragmented, and the sacred truths you once held are no longer shared. Shaken to your core, you struggle to navigate a reality that feels utterly beyond your grasp.

Intro Text

"We are Lord Chaplain Olmancketslat. As the Pontifex's negotiator to the two-eyes, we led a sacred mission to dictate the Empire's pleasant will unto them. We commanded the Pontifex's mighty galleon Trinity, known as Hyperion by the two-eyes, when it was blinded in a treacherous ambush. We ordered the crew to abandon ship and attempted to save the galleon; but then, the Jump Gates flickered and went opaque. After a fruitless decade of waiting, we had no choice other than to weave our cocoon that would shield and nourish us until such time as the Three-Dimensionality wills us to be restored to life."

"An eternity passed like Planck-time. When we uncocooned, the venerable galleon seemed familiar, unchanged; the geometry of space as serene as we recalled. But while we were cocooned, the Godrealm had fallen, only to spring again under the same name, but with a different meaning to its word. No longer was the Pontifex infallible; and declawed limped the Xaar. The Heretic's worship, we were forced to conclude by mischance, is non-Euclidean; what once was true, no longer is. Where once was light, now darkness reigns. We want to cocoon again but, alas, we cannot. May the holy Three-Dimensionality have mercy on our soul." — Olmancketslat

The Untested Explorer **Sacred Relic**
Selaia Tarren - Argon

Recent history means that the universe must be newly discovered. Recently accepted into the Alliance of the Word's Explorers' Guild, you set out to prove yourself, and to help discover the ever-present mysteries of the cosmos.

Intro Text

"The Jump Gate shutdown is now defined as the single most important event in the history of the network. A disaster of cataclysmic proportion that changed everything, redefining our very way of life. Despite all of the odds, however, we have come through the other side, and along the way have found more to research and explore than ever before. That is the area in which we pride ourselves. The Alliance of the Word. Founded on the idea that those disconnected from the Jump Gate network could be saved, we strive to find out more, for the good of all us."

The Unworthy Entrepreneur **Hewa's Twin I**
Yololios Sanduras Rusiris XI - Teladi

You never had much interest in joining the family business, but now your mother has passed away and left it to you to make sure her legacy continues. Prove yourself worthy of the inheritance left to you.

Intro Text

"Dear Yololios Sanduras Rusiris XI,"

"You never were the shiniest egg in the clutch. Your piloting abilities were overshadowed by your egg-sibling Rusiris V, your lack of management skills put to shame by Rusiris IX, and you didn't show as much interest in my endeavours as Rusiris II. Your brazen display of financial incompetence was quite a disappointment. But now, as the final balance is calculated and nothing else matters any more, I finally understand that your interests lay elsewhere."

"At this point I no longer care about the ruination you are about to bring upon your inheritance. You do your own thing and find pleasure in whatever it is that you enjoy. Your mismanagement may even create opportunities for others who are still devoted to finding their happiness in profits. And who knows? Maybe your unconventional methods could even be an advantage in the current market, and benefit you financially."

"But who am I misleading?"

Yours faithfully,
Sanduras Rusiris Libaras II.
*** Sigh ***

The Wayward Scion **Hatikvah's Choice III**
Juro Topeka - Argon

Having left your family property in the dead of night, it became obvious that this was a pivotal moment of your life. Whether it was the best or the worst choice of your life remains to be seen. Either way, you set off on one of your family's ships to seek adventure and excitement.

Intro Text

"In the settlements of The Reach, a peculiar sort of nobility holds sway, one characterised by a rather sedentary nature. Consequently, it's not uncommon for descendants of notable families, particularly those lacking immediate inheritance prospects, to seek out adventure and renown elsewhere. Upon their return, laden with treasures and tales from across the cosmos, they're embraced by their families once more, despite some disappointment regarding their initial departure. "

The Young Gun **Black Hole Sun IV**
Val Selton - Argon

Setting out from your home in Black Hole Sun, limitless opportunities lie ahead of you. Your ship may not be the best that the Argon Federation has to offer, but hopefully your resourcefulness will prevail no matter which direction you decide to take.

Intro Text

"Even after everything that has struck over the last few decades, the Terran Conflict, the Xenon and the Jump Gate shutdown, the Argon Federation has established itself as a key power in this new Jump Gate network, and even its most distant colony, Black Hole Sun, is a hub of trade and community. Opportunities are aplenty for all. Every day, scores of young pilots set out from the system for the first time, on their way to find adventure among the stars."

"Val Selton's log. Day 1. I'm excited to get underway with this new ship. I'm not entirely sure what I'll do yet - trading, exploring, am I

brave enough to face combat? Whatever it is, I'm sure it'll be exciting. Here goes nothing." — Val Selton

Ranks

Trade Ranks

- Salesman
- Advanced Salesman
- Petty Vendor
- Trader
- Advanced Trader
- Dealer
- Advanced Dealer
- Merchant
- Advanced Merchant
- Professional Merchant
- Privateer
- Advanced Privateer
- Professional Privateer
- Industrialist
- Advanced Industrialist
- Professional Industrialist
- Entrepreneur
- Advanced Entrepreneur
- Professional Entrepreneur
- Mogul
- Advanced Mogul
- Professional Mogul
- Magnate
- Shipping Magnate
- Advanced Magnate
- Professional Magnate
- Ultimate Magnate
- Tycoon

- Shipping Tycoon
- Pan-Galactic Tycoon
- X-TREME

Fight Ranks

- Harmless
- Rookie
- Skilled
- Enlisted
- Private
- Sergeant
- Lieutenant 2nd Grade
- Lieutenant 1st Grade
- Instructor
- Senior Instructor
- Captain
- Veteran Captain
- Marksman
- Sharpshooter
- Commander
- Lieutenant Colonel
- Colonel
- Commodore
- Vice Admiral
- Admiral
- Ace 3rd Grade
- Ace 2nd Grade
- Ace 1st Grade
- Combat Ace 3rd Grade
- Combat Ace 2nd Grade
- Combat Ace 1st Grade
- Ace of Aces 3rd Grade
- Ace of Aces 2nd Grade
- Ace of Aces 1st Grade

- Supreme Veteran
- X-TREME

Diplomacy Events

Common Enemy
Common threat at the heart of possible de-escalation talks.

There is public concern that a common threat is on the horizon, which would increase the strain on an already struggling economy. If true, in order to effectively counter this hypothetical external threat, de-escalation of internal disputes would be advisable. Some commentators claim that this is an elaborate scheme to end hostilities without losing face, and suggest that public opinion is being manipulated. However, it remains unclear who would benefit from it.

Corrupted Official
Suspicion of corruption likely to cause diplomatic shift.

A number of officials have started demanding change, claiming the current state of affairs to be unsustainable. While public polls reveal some support for this position, no clear preference in public opinion has manifested. Some commentators are questioning the timing of this pressure towards change, insinuating that corrupt officials are pushing the issue to the forefront of political debates to meet their own ends. However, this is being dismissed vehemently by the affected politicians. Conspiracy theorists suggest third-party interference, but offer no clear objective.

Cyber Attack

A cyberattack investigation is cause for diplomatic talks.

An investigation into a recent cyberattack on key infrastructure creates mistrust, prompting parties to convene an emergency meeting in an attempt to remedy the situation. However, the claim that the cyberattack was conducted to avert a major AGI containment breach is regarded as improbable; instead, a suspected attempt at weakening a strategic location is found more plausible.

Diplomatic Insult

Diplomatic insult stated as the reason for diplomatic talks.

According to official statements, a case of miscommunication is causing diplomatic tensions between allies. An inappropriately phrased statement by an inexperienced member of the diplomatic corps has been perceived as insulting; how best to handle the incident has yet to be determined.

Ethical Dilemma

Ethical stances are called into question.

High-level diplomats are raising the issue of conflicting ethical approaches amongst allies. It is unclear why these supposed incompatibilities are being raised at this point, and the precise timing calls into question their validity. Some diplomats go as far as to suspect third-party interference, intended to cause a rift between factions.

Illegal Activity

Piracy and shady dealings claimed to be on the rise.

Mutual accusations of not sufficiently controlling - possibly even supporting - criminal activity have led to friction. Demands for increased intervention are being raised, while denial of involvement by both sides threatens to further deteriorate already strained relations. However, rumours suggest covert agreements were made that could lead to a drastic change in stance.

Infiltration Attempt

Foreign agent accused of infiltration causing additional friction.

Reports claim to have uncovered efforts to infiltrate the administration in an attempt to sway policy towards increased cooperation. However, the information could not be independently substantiated and is widely regarded as a ruse to conceal the theft of highly sensitive information. If true, an escalation of hostilities is likely.

Military Investments

Military investments at the centre of diplomatic summit.

During a recent diplomatic summit, concerns over excessive military spending were raised. Some delegates argue that these investments are reserved for defensive applications only and should be shared among allies. Others dispute this view, claiming the spending is part of preparation for military escalation. The basis for this claim is unclear, as is who would benefit most from it.

Mining Rights

Concerns are raised over mining rights across borders.

Due to internal pressure, the issue of limitations on resource exploitation is being raised. A sudden surge in concerns about securing local resources is creating tensions between allies, while fringe publications are blaming external interference for the possible rift in relations.

Peace Talks

Secret peace talk rumoured to end long lasting hostilities.

An unannounced gathering of high-level officials on Hewa is fuelling rumours about possible peace negotiations. While the subject of the talks remains undisclosed, public pressure to end hostilities seems to be the likely cause. Some pundits suggest that the meeting at a neutral location might have been mediated by the Interplanetary Committee for Security and Collaboration, or ICSC.

Policy Shift

Cultural changes lead to demand for policy shift.

A significant surge in independent journalism over the past decazura is speculated to be the likely cause for an ever-growing public demand for a change in policy. Tired of constant conflict, the desire to end hostilities is stronger than ever. However, a number of fringe publications maintain that external forces are manipulating public opinion.

Security Cooperation

State of bilateral security is called into question.

A security summit, convened at short notice with the intention of discussing necessary changes, is responding to internal pressure demanding increased commitment to cooperation - or possibly even the formation of a legally binding alliance. However, there is also significant support for isolationism, justified by a perceived decline in mutual interests.

Suspicion of Espionage

Tensions rise due to rumours of espionage.

Rumours of infiltration and industrial espionage have caused a diplomatic incident, even though their validity could not be independently verified. These rumours heighten the tensions between allies significantly, but the possibility of third-party involvement cannot be ruled out entirely.

Territorial Claim

Disputed locations cause diplomatic incident.

Claims are being made about the discovery of documents from before The Dark, outlining lost locations. While the origin of these documents remains largely unclear, some diplomats believe they were retrieved from old artefacts, while others surmise a covert intervention by the Interplanetary Committee for Security and Collaboration \(ICSC\) to further an as-yet-unknown agenda.

Trade Dispute

Trade at the centre of diplomatic negotiations.

The summit is intended to be centred around trade disputes, and differing points of view on trade relations suggest difficult negotiations. Hardliners are pushing for sanctions and a complete trading halt, which might worsen already fragile relations. Other groups, however, propose strengthening trade commitments further, with the intention of demonstrating more forthright cooperation between factions.

Unilateral Action

Unilateral decisions cause tension between allies.

Accusations of acting without prior consultation are endangering the basis of the alliance. While some diplomats claim a simple case of miscommunication, others assert bad faith and demand a change in diplomatic stance. The suspicious timing of this friction leads some analysts to attribute responsibility to external conspiring forces.

SHIPS

Ship Types

Auxiliary

A ship that provides auxiliary services to a fleet, e.g. resupply and repair of all ships.

Battleship

The epitome of combat strength. Armed to the teeth.

Bomber

A ship designed to deposit large amounts of firepower on larger and slower vessels.

Builder

Specialised ships that support the station-building process.

Carrier

A ship that can carry, resupply and repair smaller ships.

Compactor

The Compactor picks over the remains of L and XL wrecks as though they were carrion.\n\nFrom these carcasses, the Compactor produces cubes of scrap, ready to be transported for reprocessing.

Corvette

A mid-sized aggressive ship used to target at longer range or very quickly.

Courier

A small trading ship designed to ferry wares between nearby stations.

Destroyer

The standard capital ship and station killer.

Distress Drone

A drone that requests assistance against hostile action.

Drone

An unmanned vessel designed for a variety of functions.

Envoy

A ship often used to transport diplomatic agents to any station, even hostile ones.

Escape Pod

A small vessel with limited life support, designed to be used to escape a vessel that is almost certain to explode behind you.

Expeditionary Ship

An agile ship, small and manoeuvrable for its size class, that is powerful enough to eliminate any single target given enough room to manoeuvre.

Explorer

A ship that is designed to survive in hostile environments without support for extended periods of time.

Heavy Fighter

A small ship that can take out larger, more heavily defended vessels.

Interceptor

A small defensive ship efficient at hunting down other small fighters and missiles.

Fighter

A ship best-suited to dog-fighting.

Freighter

A larger transporter, these ships are better for transporting cheaper wares in bulk.

Frigate

A mid-sized defensive ship that can be also be used for support in dog-fights.

Gunboat

A light, fast ship that excels at engaging multiple smaller vessels.

Laser Tower

An automated weapons platform.

Miner

A ship designed to be able to quickly and efficiently extract resources from the environment.

Mining Rig

A ship that carries mining ships and uses them to mine or harvest resources.

Personal Vehicle

A ship designed for 1 person to travel in comfortably. Otherwise it has no function.

Personnel Carrier

A ship designed to carry a lot of people quickly.

Police Vehicle

A small ship designed to fly only around stations, designed for use by local law enforcement.

Scavenger

A ship designed not just to throw out fire-power, but also carry away the spoils of victory.

Scout

A ship designed to be quick in a straight line and to explore newly discovered or undiscovered space.

Transporter

The standard trader. These ships have a decent cargo bay but may depend on other ships for defence.

Tug

The Tug is a workhorse. Its sole purpose is to transport compacted cubes of scrap that are the crushed remains of unwanted spaceships.

SMALL

Heavy Fighter
Ares

Paranid
Holy Order of the Pontifex

The Ares meets the much demanded need for a Paranid Heavy Fighter. Loaded with weapon hard points and shield generators, the Ares can both take and deliver a beating.

Fighter
Asp

Split
Free Families (Raider)
Zyarth Patriarchy (Stock)

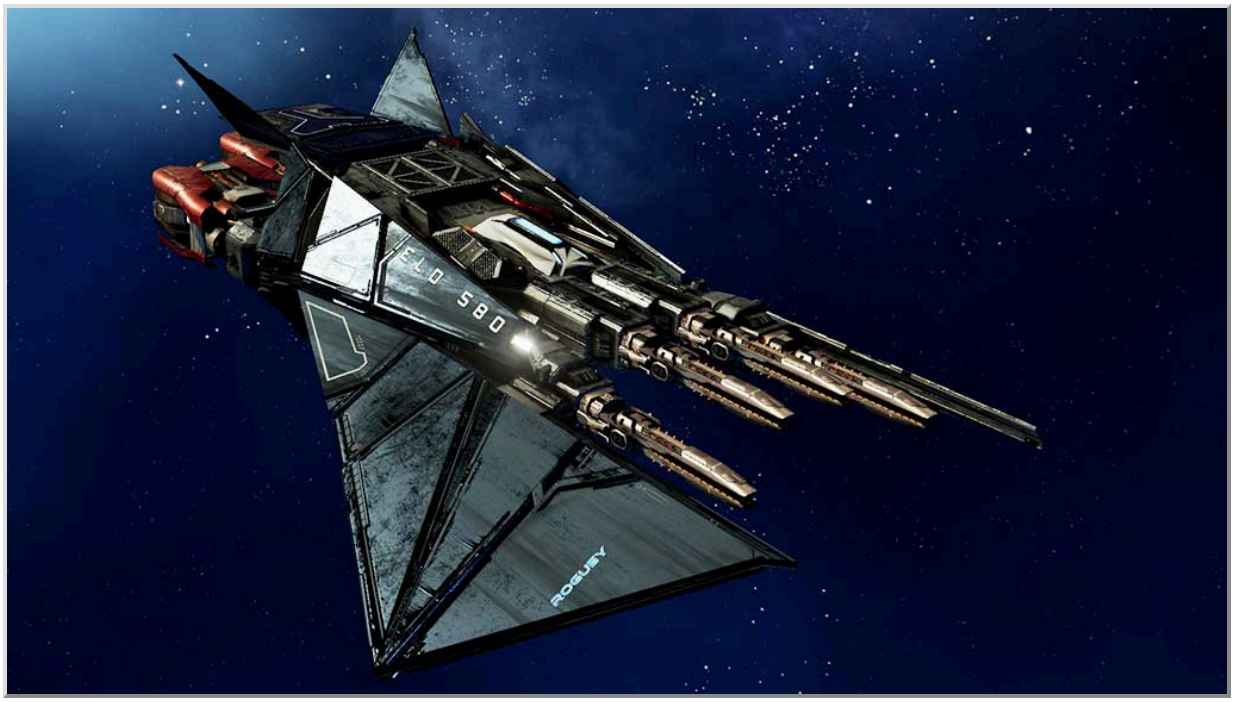
The Asp is a highly manoeuvrable medium-sized fighter, and a commonly preferred ship for Split mercenaries.

Raider Variant

Shipwright Qal t'Kzt of the Split Free Families designed the Raider variant of the Asp. It is thought to be the answer to t'Kzt's burning question, "How much hull does Asp really need?".

Heavy Fighter
Balaur

Split
Free Families



Acclaimed Free Families shipwright Qal t'Kzt considers the Balaur her finest achievement. Her guidance to its pilots is to "hit hard, hit fast, then run".

Sentinel Variant
Unused

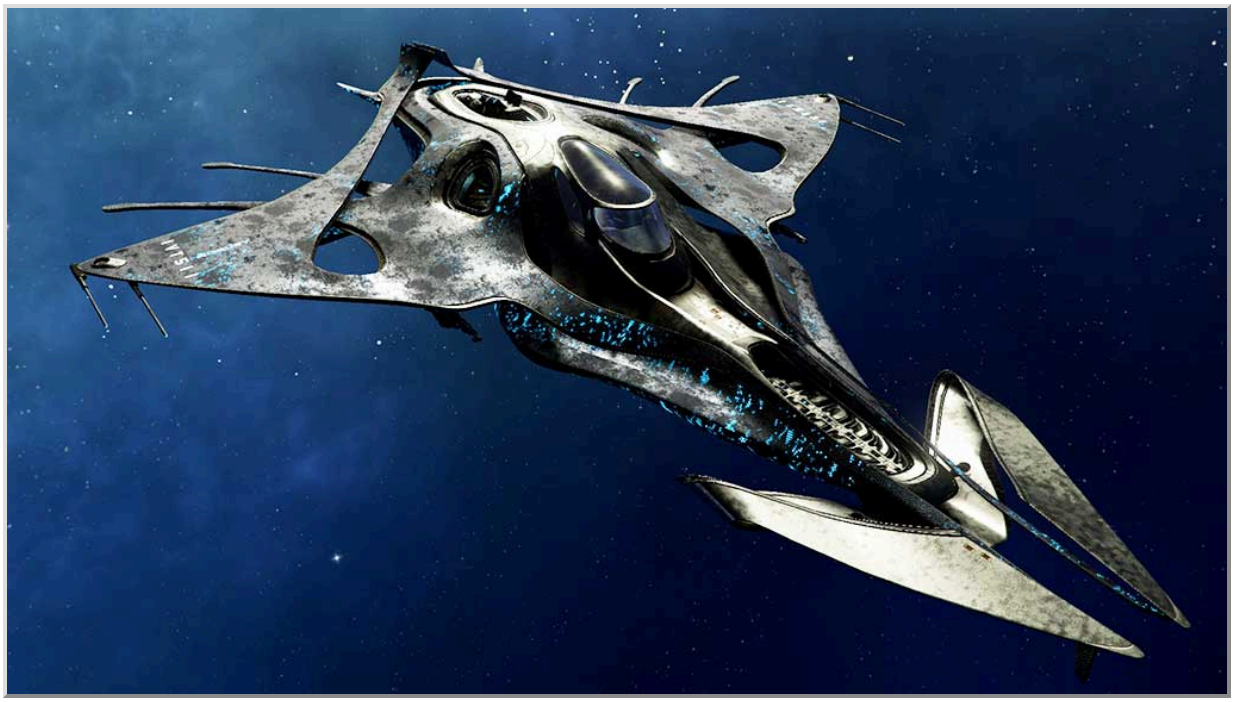
The Sentinel variant is for those pilots less inclined to follow the running part of her advice.

Vanguard Variant
Unused

The Vanguard model takes the running element of her advice to a further extreme.

Heavy Fighter
Barracuda

Boron
Queendom of Boron



In 785 (NT) Eleius Astrosecurity competed with Faded Dreams Defences for the contract to develop a Heavy Fighter for the Royal Boron Navy. The Eleius Astrosecurity plans for the Barracuda won this competition and secured the necessary government funding, along with access to Royal Boron Military Defence technologies. The first Barracudas soon entered

service in 788 (NT), but required subsequent system updates to overcome initial design flaws in their software.

Menelaus Era ships were built between 785 (NT) and 798 (NT) as a second wave of more autonomous ships in preparation for the Jump Gate shutdowns. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The new Menelaus cabinet allowed corporations, working under a government contract, access to various classified technological advancements made by Royal Boron Military Defence research facilities. The ships designed with those technologies are less sturdy than the first wave of Atreus Era ships, but more manoeuvrable.

Fighter
Buzzard

Teladi
Ministry of Finance (Sentinel)
Teladi Company (Vanguard)

While the Teladi seem to have great affection for their Buzzard fighter, this is not without an awareness of its limitations.

"Tough as brick, fast as brick" is the unofficial strapline adopted by Buzzard pilots, and it is often seen painted on hulls.

Sentinel Variant

The Buzzard seems to be designed to survive long enough for help to come rather than tackling assailants head-on. The Sentinel variant leans into this design strategy.

Vanguard Variant

The Buzzard seems to be designed to survive long enough for help to come rather than tackling assailants head-on. The modest additional speed provided by the Vanguard model is unlikely to make a difference to pilots' tactical options.

Courier
Callisto

Argon
Alliance of the Word (Vanguard)
Antigone Republic (Sentinel)
Argon Federation (Vanguard)
Hatikvah Free League (Sentinel)

While largely superseded by more modern courier designs, the Argon Callisto has a strange, cult attraction. In no area does this ship excel, and yet thousands of owners gather periodically at Hatikvah's Choice to show off their various paint jobs and module modifications.

Sentinel Variant

The release of a Sentinel variant is seen by some as evidence that the manufacturer has found a means of monetising the Callisto's

enthusiastic fan base, rather than an attempt to build a performance spacecraft.

Vanguard Variant

The release of a Vanguard model did not make the ship materially more useful, however, Callisto aficionados do seem to appreciate it.

Heavy Fighter **Chimera**	**Split** **Zyarth Patriarchy**

The Split Chimera was developed by Bala Gi Research Inc., with the aim of improving long-range performance over the Mamba. However, the large ship profile makes it an easy target, even for less competent gunnery personnel.

Sentinel Variant
Unused

If pilots do find themselves having to fly a Chimera, then the Sentinel variant at least ensures that some of the inevitable hits will be survivable.

Vanguard Variant
Unused

The Vanguard model at least gives the Chimera a chance to escape minor assaults.

Miner (Miner)
Courier (Sentinel, Vanguard)
Courier

Argon
Alliance of the Word (Vanguard)
Antigone Republic (Mineral, Sentinel)
Argon Federation (Mineral, Vanguard)
Hatikvah Free League (Mineral)

After years of outcry from many a trader about the lack of a small and speedy transporter, the up and coming ship manufacturer Jinko-Tekina have supplied both the Argon Federation and Antigone Memorial with the Courier-class s-ship, designed for transporting small numbers of valuable wares across a short distance in order to limit the risk of hijacking as well as to share the load of M- and L-sized transporters that make up the rest of the Argon merchant fleet.

Fighter
Cutlass

Terran
Terran Protectorate

The Cutlass was initially developed as a lightweight fighter, capable of being mass produced in large numbers to combat the rising Terraformer threat. While it is by far not the strongest ship in its class, it more than makes up for this by being remarkably nimble, packing a punch, and the hull being fast to assemble.

Racing
Dart

Gen
Quettanauts

The Dart was initially released as a mail-in kit project, to which an aspiring racer could subscribe and have parts shipped to them periodically. Due to its popularity, the Dart was quickly offered as a ready-to-fly ship, and the project took no new kit customers.

It is easy to identify a kit-built Dart from a production one, as the tooling for the rear titanium fins was recreated due to complaints about the fins' shape not fitting that of the rest of the ship.

Despite being discontinued, the kits remain remarkably popular, and incomplete kits regularly sell for beyond the price of a production ship.

Scout
Discoverer

Argon
Alliance of the Word(Vanguard)
Antigone Republic (Sentinel)
Argon Federation (Vanguard)
Hatikvah Free League (Sentinel, Vanguard)

Long serving as the scout and exploration ship for the Argon fleet, the Discoverer saw little re-design or overhaul until the Jump Gate shutdown. The current model, an overall improvement on the model used before the shutdown, was designed in the Antigone Republic and made available to the Argon Federation as part of an ongoing technology exchange between the two allied factions.

Heavy Fighter
Eclipse Vanguard

Argon
Argon Federation

Redesigned using the same combat-ready cockpit used by the new-look Nova, the Eclipse replaces the rotatable engines with a support structure that allows it to carry more weapons - effectively sacrificing the manoeuvrability of the dog-fighter for enough fire-power to be devastating against both small- and medium-sized ships.

This sacrifice does make the ship vulnerable to more specialised dog-fighters and interceptors, but nonetheless both the Federal and Republic navy has found the new Eclipse to be a worthy addition to their fleets, with Argon ship designers once again leading the race to design ships effective for both personal and military use.

Fighter (Sentinel, Vanguard)
Racing (Sport)
Elite

Argon
Antigone Republic (Sentinel)
Plot (Sport)

Though retired from service for a long time before the Jump Gate shutdown, the push to give any advantage to the Federal and Republic fleets in their fights against the Xenon and the Holy Order of the Pontifex has seen the long-serving Elite redesigned as an interceptor.

Quick in a straight line and able to fire off short bursts of fire-power before disengaging, the Elite often targets small ships and slower missiles, as well as using its speed and size, in support of the dog-fighters that are able to hold out longer under fire.

Fighter
F

Xenon

Originally a construction drone, the F has since evolved its robust hull for the rigours of interstellar battle. It is now the core fighter for the Terraformer fleet, its slow speed being easily balanced by its sturdy nature, allowing it to absorb all the damage from smaller faster ships while it unleashes its weapons.

Fighter
Falcon

Teladi
Hatikvah Free League (Vanguard)
Ministry of Finance (Sentinel)
Teladi Company (Vanguard)

The Teladi Falcon is a well regarded fighter. Its excellent speed, paired with reasonable strength and weaponry, make it a popular choice for fighter pilots on a budget.

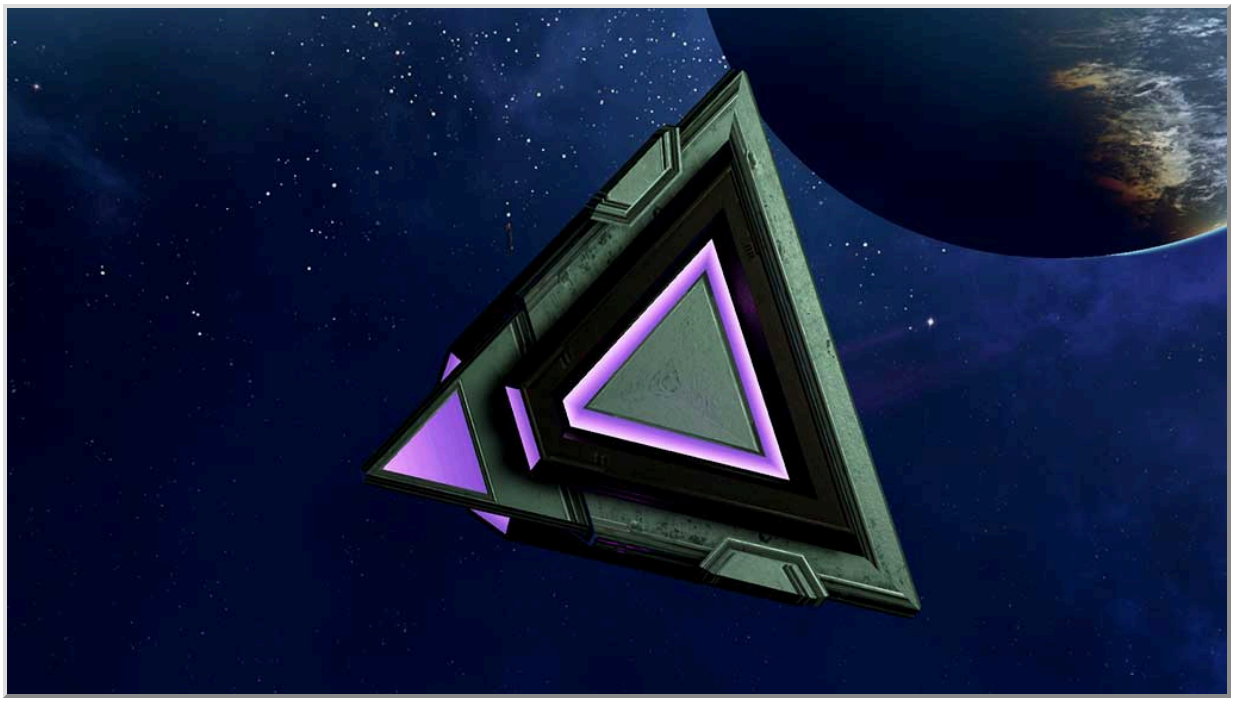
Sentinel Variant

The Falcon Sentinel is thought by many to be a compromise too far, with reduced speed and increased resilience rendering the overall performance somewhat mediocre.

Vanguard Variant

The additional speed conferred by the Vanguard model opens up the possibility of the Falcon being used as a tactical interceptor.

Fighter **Kha'ak**
Forager



The Kha'ak Forager is a lightning fast and highly manoeuvrable scout ship, with little accompanying weaponry. While notionally fragile, Commonwealth pilots report that the Forager is notoriously hard to catch and target.

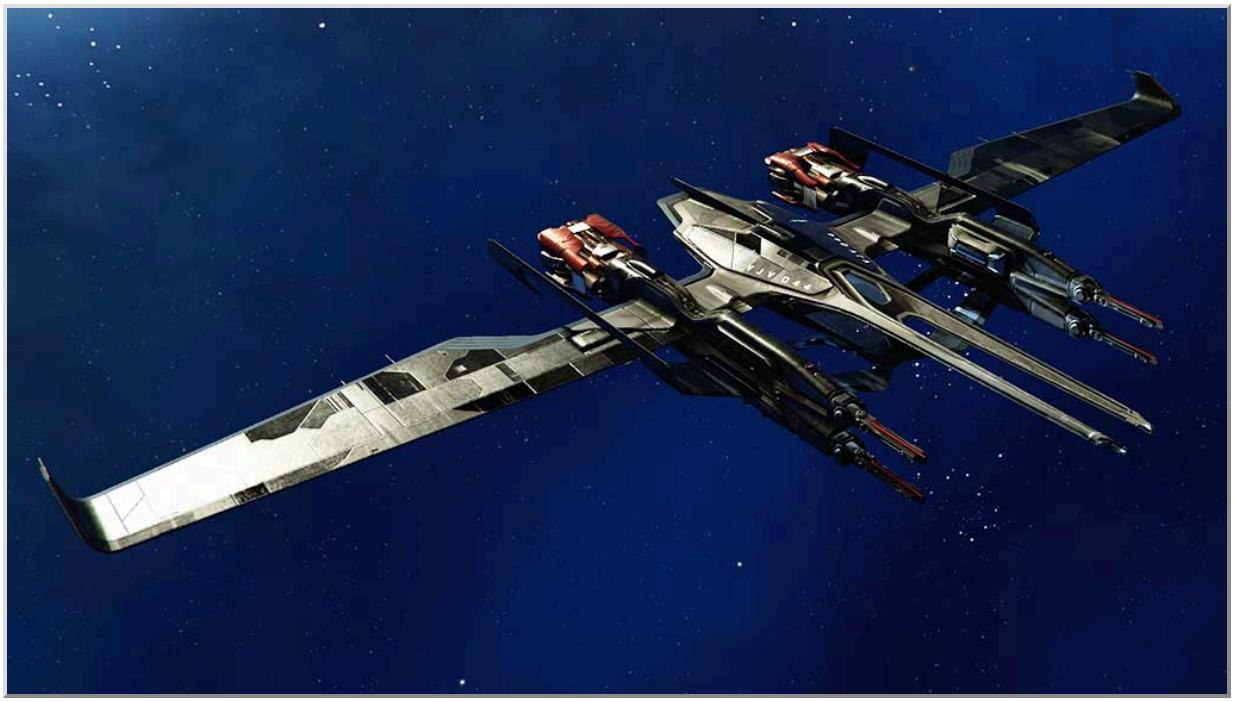
Courier
Frog

Terran
Terran Protectorate
Segaris Pioneers

The Frog has established itself as the Courier-class ship of choice for anyone who is looking to quickly traverse the Sol system, transporting a limited amount of cargo. The design does not include a defensive arsenal, but since pilots of this ship are not generally expected to leave the Terran Protectorate's sphere of security, it should not really be needed.

Heavy Fighter
Gladius

Terran
Terran Protectorate



With its distinctive sweeping wings, the Gladius was designed for medium to long distance travel, as well as engaging both small- and medium-sized ships in combat. These design criteria were carefully chosen, and the ship trades manoeuvrability for the ability to absorb more damage. The design focuses on allowing the ship to reach far-away pockets of the Jump Gate network, as part of the Terran Protectorate's new, more interventionist, policy in combating the Xenon.

Miner
Grouper (Mineral)

Boron
Queendom of Boron

When Atreus Shipbuilding Currents was tasked with pioneering this design paradigm shift, their first project would be the development of a new ship frame to be used in three configurations: prospecting, mining and transportation. During the two years of development, the corporation would pave the way for future ship development through great advances in component miniaturisation and improvements to the Travel Mode. In 780 (NT) Atreus Shipbuilding Currents released their new ship frame with the Piranha scout, Grouper miner and Terrapin transporter.

Atreus Era ships were the first ships built in response to the beginning of the Jump Gate shutdowns of 778 (NT). Fearing that systems might be cut off, they were designed to operate more

autonomously in contrast to earlier ships which specialised in combined usage. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The Atreus Era ships are sturdier than the later Menelaus Era ships, but not as manoeuvrable.

Scout
Guillemot

Teladi
Alliance of the Word (Vanguard)
Ministry of Finance (Sentinel)
Teladi Company (Vanguard)

Teladi playboy adventurer Yayasisos Tumulis Wegoras V popularised the Guillemot through his atypical antics. Unlike his entrepreneurial peers, "Yaya" built his wealth through a series of daring scout and courier missions, investing his rewards in other businesses.

While Teladi youth venerate Yaya for his adventures, few diverge from the traditional mining, manufacturing and trading expectations of their parents.

Yaya himself is a somewhat shadowy figure, whose purported wealth is obfuscated by an unknown number of shell companies. It is believed that many of his exploits are entirely fictional and, though there are no arrest warrants in his name, it is believed that several police forces would like to have a word with him.

Sentinel Variant

The Guillemot Sentinel is a less romanticised model, though more practical for everyday use.

Vanguard Variant

The Guillemot Vanguard is somewhat faster than the basic model and, as such, is thought to be Yaya's preference.

Scout
Irukandji

Boron
Queendom of Boron

Faded Dreams Defences developed the Irukandji as a military scout for the Royal Boron Navy, drawing on its experience with Split encounters in the Faded Dreams system, which was by then already disconnected. As their first project under Queen Menelaus, the development helped the company to familiarise itself with the new technologies and production requirements provided by the Royal Boron Military Defence. The ship saw its first deployment in 787 (NT).

Menelaus Era ships were built between 785 (NT) and 798 (NT) as a second wave of more autonomous ships in preparation for the Jump Gate shutdowns. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The new

Menelaus cabinet allowed corporations, working under a government contract, access to various classified technological advancements made by Royal Boron Military Defence research facilities. The ships designed with those technologies are less sturdy than the first wave of Atreus Era ships, but more manoeuvrable.

Scout
Jaguar

Split
Free Families
Zyarth Patriarchy

The Split Jaguar is a scout ship with truly phenomenal speed. As such, it is popular with racers, couriers and getaway drivers.

Sentinel Variant
Unused

The Sentinel model effectively enhances the Jaguar's paper-thin hull with a little more paper.

Vanguard Variant
Unused

"Why don't we take this very fast vessel and make it faster"?

The Jaguar Vanguard is for those pilots who like the feel of their eyelids creeping up their foreheads as they accelerate. Assuming the pilot possesses eyelids and a forehead.

Heavy Fighter
Kalis

Terran
Segaris Pioneers

When the Pioneer Initiative set out to claim systems beyond the confines of Sol, they were supplied with Kukri-class fighters by the Terran military. Many of these ships, however, came with faulty components, as they were production units that had failed rigorous Terran acceptance testing. The brilliant minds among the Pioneer Initiative worked hard to address these flaws with the limited means available to them and, over time, modified the ships so much that they became almost unrecognisable.

Now much more standardised, the Kalis-class fighter serves as a sturdier and more reliable Pioneer alternative to its Terran forerunner. The hostile environments in which the Segaris Pioneers operate require a heavily protected ship, so this unconventional design bridges the gap between standard and heavy fighters. It provides handling similar to the latter, due to its heavy shielding, while still being cheaper to produce for the struggling fledgling faction.

Scout (Sentinel, Vanguard)
Racing (Sport)
Kestrel

Teladi
Alliance of the Word (Vanguard)
Hatikvah Free League (Vanguard)
Ministry of Finance (Sentinel)
Plot (Sport)
Teladi Company (Vanguard)

There are faster scouts than the Teladi Kestrel, yet it still manages to function respectably. It is more solid than most of its competitors, and has respectable shield energy.

Sentinel Variant

The Kestrel Sentinel is thought by some to be a compromise too far, in terms of speed. However, there are those who prefer the

toughened hull that it offers.

Sport Variant

The Kestrel Sport, however, has squeezed every last bit of speed out of the chassis, at the cost of some of its stability, making it a popular choice for more experienced racers.

Vanguard Variant

Pilots commonly opt for the somewhat faster Vanguard model.

Miner
Kopis (Mineral)

Terran
Terran Protectorate
Segaris Pioneers

The Kopis can feel quite claustrophobic when compared to mining ships from other manufacturers. Putting function over comfort,

however, was a conscious design decision, since it allowed the engineers to maximise cargo space and thereby increase the profitability of each trip.

Fighter
Kukri

Terran
Terran Protectorate
Segaris Pioneers

Initially used by the Terran Protectorate to hunt down the remnants of pirate organisations inside the Sol system, this Fighter-class model soon established itself as the small, nimble ship of choice for Terran military operations, both inside and outside their home system.

The asymmetric design neatly brings together firepower and manoeuvrability, and ensures that this ship excels in being adaptable to whatever opposition the pilot faces. The design also factored-in specialised weapon slots, which allow the ship to make use of powerful weapons, unique to the Terran arsenal.

Fighter
Kyd

Argon
Vigor Syndicate

The Dark left the Windfall system not only isolated, but also ill-equipped for ship building, since it lacked both a wharf and capable engineers. For nearly four decades, the inhabitants largely had to make do with an aging fleet of stranded ships that were taken by surprise by the Jump Gate shutdown. The few remaining engineers in the system were mainly occupied with maintenance, but experimented when they could with custom ship designs. They

slowly learned the craft, and became creative with the resources they had to hand. Most of their custom creations were built from repurposed luxury mass traffic vehicles, spare engines disassembled from the leftover fleet, and various parts from scrapped ships that were beyond repair. It was only in 821 (NT), after the Jump Gate to Avarice opened, that a proper supply of resources allowed the engineers to finally abandon their custom creations and develop blueprints for mass production. Arguably, those blueprints still bear the hallmarks of the haphazard designs of the past.

Hastily developed in 821 (NT), Scrapyard engineers introduced the first fighter to be mass-produced in Windfall, the Kyd. Demand for the new ship was high. The influx of resources from the newly connected Avarice increased tensions in the system, leading to a struggle for control over the new trade route, and allowing old rivalries to finally finance their vendettas. The Kyd quickly gained a reputation as a cheap, low-maintenance fighter, and was widely deployed in raids and patrols. Most stories of great battles fought between Syndicate leaders at that time happened during the ship's glory days. By now, the Kyd is considered somewhat dated, but is still an inexpensive and reliable choice.

Laser Tower

Mk1, Mk2

Mk1

Mk2

Deployed from a compartment of a ship, the laser tower is a static combat unit used primarily in the defence of an area of objective. They use a simple targeting system to turn towards the enemy before firing. Though laser towers can target and hit small ships, they are most effective at medium range against medium or larger targets.

Fighter
Lux

Argon
Vigor Syndicate

The Dark left the Windfall system not only isolated, but also ill-equipped for ship building, since it lacked both a wharf and capable engineers. For nearly four decades, the inhabitants largely had to make do with an aging fleet of stranded ships that were taken by surprise by the Jump Gate shutdown. The few remaining engineers in the system were mainly occupied with maintenance, but experimented when they could with custom ship designs. They slowly learned the craft, and became creative with the resources they had to hand. Most of their custom creations were built from repurposed luxury mass traffic vehicles, spare engines disassembled from the leftover fleet, and various parts from scrapped ships that were beyond repair. It was only in 821 (NT), after the Jump Gate to Avarice opened, that a proper supply of

resources allowed the engineers to finally abandon their custom creations and develop blueprints for mass production. Arguably, those blueprints still bear the hallmarks of the haphazard designs of the past.

Following the introduction of the Kyd, Aurora Casino engineers started work on their own design for a viable fighter, able to outperform the existing model. After a series of failures and setbacks over a span of two years, they introduced the Lux in 823 (NT). Equipped with an additional engine, the Lux would set a new standard for both speed and manoeuvrability in Windfall's fighters. Anyone who could afford to do so, would soon decommission their Kyd fleet and replace them with Lux fighters. This lead to a flood of cheap Kyd ships on the market, which were bought up by smaller gangs, or scrapped for their raw materials. The wide availability of these cheap fighters increased local piracy and conflicts in both systems, threatening the unification progress that the Syndicate had made over the preceding years.

Fighter
M

Xenon

The Xenon M is, alone, a robust heavy fighter. Unfortunately, it rarely is alone, commonly engaging as part of a fleet or "swarm" of M and N vessels.

Courier (Sentinel, Vanguard)
Miner (Mineral)
Magpie

Teladi
Alliance of the Word (Vanguard)
Hatikvah Free League (Mineral)
Ministry of Finance (Mineral, Sentinel)
Teladi Company (Mineral, Vanguard)

The Teladi Company designed the Magpie as an entry-level commerce vessel, often gifted to younglings as a rite of passage on their entrepreneurship debut. Incapable of large scale trade, veterans often boast of their achievements with the limitations afforded by their first, sole Magpie.

Mineral Variant

The mining variant represents a strategic choice for more serious younglings seeking to make a name for themselves. Not as flashy as the Vanguard, nor as solid as the Sentinel, it is often those who choose the mining workhorse as their first ship who go on to become renowned tycoons.

Sentinel Variant

The Magpie's Sentinel model is more resilient than others in its class.

Vanguard Variant

The Magpie's Sentinel model is more resilient than others in its class.

Fighter
Mako

Boron
Queendom of Boron

The Mako fighter was the second Menelaus Era ship developed by Faded Dreams Defences. As with their prior project, the company could draw upon its experience with Split encounters in the Faded Dreams system. After two years of successful development, and shortly before its ambitious release scheduled in 788 (NT), the company's Mako fighter prototype was stolen by Boron pirates from Barren Shores. This raised serious security questions with the Royal Boron Navy and lead to various audits. As a result the Boron parliament introduced new security requirements for companies working on government contracts. After upgrading their security to the new standards, Faded Dreams Defences continued development and successfully released the Mako fighter in 789 (NT).

The fate of the stolen prototype remained unknown, as its incorporated technology was not leaked to other parties.

Menelaus Era ships were built between 785 (NT) and 798 (NT) as a second wave of more autonomous ships in preparation for the Jump Gate shutdowns. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The new Menelaus cabinet allowed corporations, working under a government contract, access to various classified technological advancements made by Royal Boron Military Defence research facilities. The ships designed with those technologies are less sturdy than the first wave of Atreus Era ships, but more manoeuvrable.

Fighter
Mamba

Split
Zyarth Patriarchy

The Split Mamba is a versatile, all-round workhorse with reasonable speed and weaponry. While suitable for those with diverse interests, in time, many pilots opt for something more specialised.

Sentinel Variant
Unused

The Sentinel is a slightly more robust model.

Vanguard Variant
Unused

The Mamba's Vanguard model adds a little speed to the overall package.

Fighter
Moreya

Paranid
Yaki

The Moreya-class fighter is a Yaki powerhouse. The initial design was based on hijacked Paranid Pegasus-class scouts, which were modified with temperamental Yaki technology to tailor it to their specific requirements. Frequently operating alone in enemy territory, and needing to withstand sustained enemy fire, they added reinforced hull plating for improved defence. Similarly, the Yaki made it possible for more weapons to be attached to the front of the ship, to ensure that they could execute their raids successfully.

Fighter
N

Xenon

While the N is one of the more palatable Xenon adversaries a captain may face, this fighter is disappointingly rarely found alone. It is common to encounter the Xenon N in a fleet or "swarm", which may also include the heavier, M class fighter.

Scout
Nimcha

Terran
Terran Protectorate

The Nimcha was developed as a light and fast scout, capable of holding its own even outside heavily patrolled Terran Protectorate territory. It differs from other scout ships of similar size by having a noticeably larger cargo capacity. This means that, in the rare instances when the Protectorate requires a limited load to be delivered to a distant front quickly, the Nimcha can conveniently double as a courier, able to operate even when the destination is behind enemy lines.

Fighter
Nodan

Unknown
Alliance of the Word (Sentinel, Vanguard)

Perhaps the most interesting thing about the Nodan fighter is the lack of information available regarding its existence. It is only known to be available from the Alliance of the Word, and the organisation has remained tight-lipped as to the vessel's inception and design.

The design is somewhat quirky, with no clear antecedence related to other faction architecture. However, the Nodan has earned itself plaudits from committed dogfighters, based on its impressive speed, agility and deceleration.

Sentinel Variant

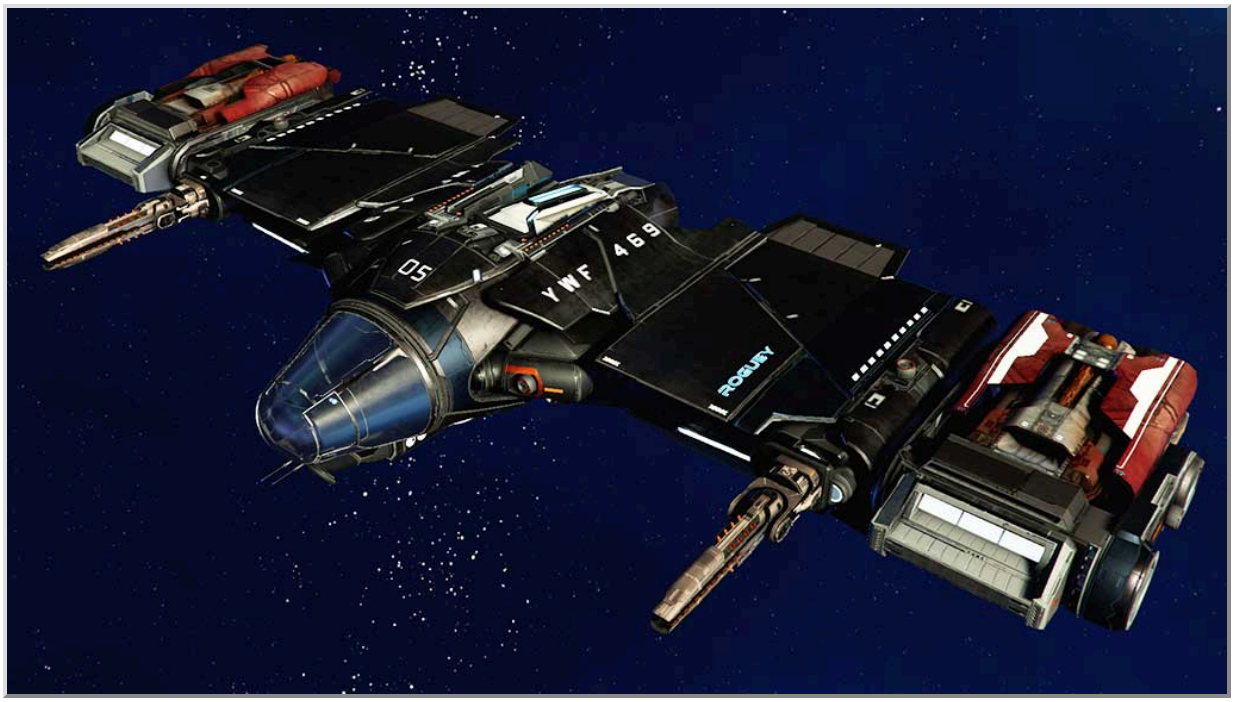
The Sentinel model provides the ship with a hardened superstructure.

Vanguard Variant

For those seeking additional speed, the Nodan Vanguard model is available.

Fighter
Nova

Argon
Antigone Republic (Sentinel)
Argon Federation (Vanguard)



Though the prototype for the new-model Nova-class fighter was in development as far back as the Terran Conflict, it failed to reach production before the Jump Gate shutdown. Its first major role was escorting Argon Federation exploratory groups sent into newly

discovered or rediscovered areas of space as the Jump Gates began to realign.

The new-look Nova is a major step up in ship design, with rotatable engines that make it formidable in strafing targets of a similar size. The Nova's redesign caused considerable controversy in the piloting community, when the rear turret was abandoned in favour of increased laser energy and strafing performance.

Sentinel Variant

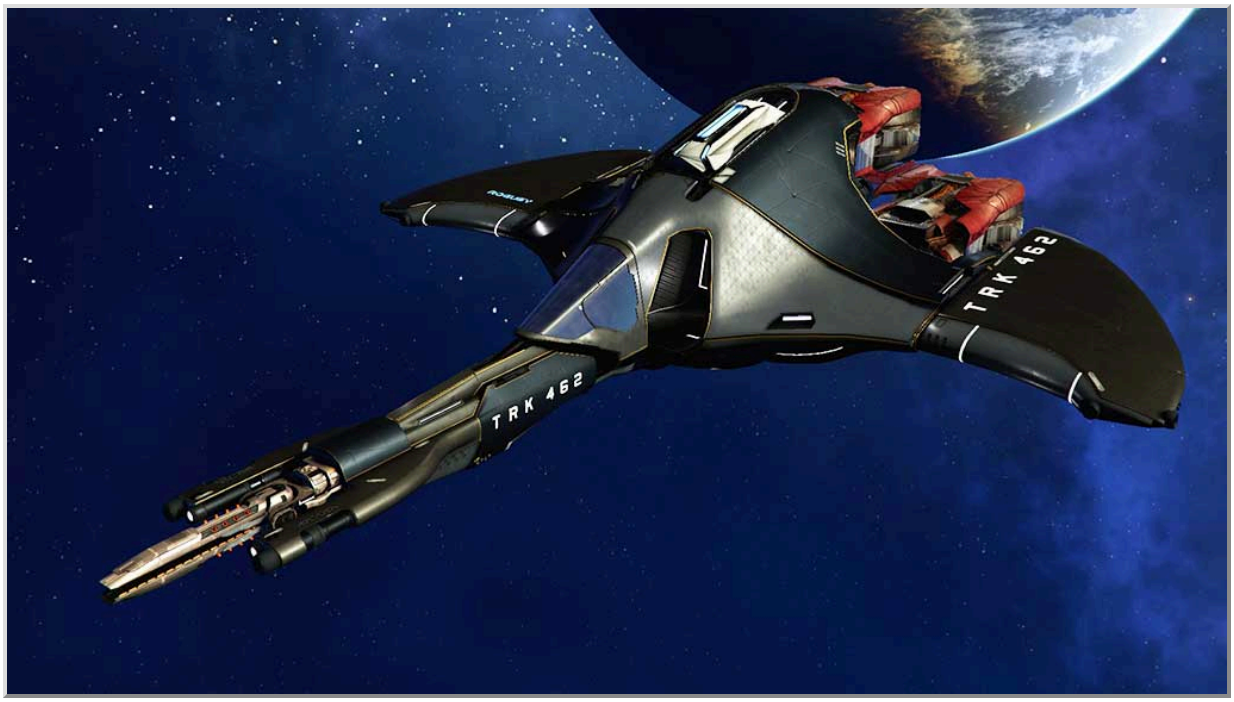
Despite being a sound dogfighter, the Nova lacks the firepower required by full-time combatants. The Nova's Sentinel variant has a hardened hull, adding resilience, though this comes at a marginal cost to speed.

Vanguard Variant

Despite being a sound dogfighter, the Nova lacks the firepower required by full-time combatants. The Vanguard model improves the speed of the Nova. However, some pilots have suggested a portion of the upgrade budget might have been better spent on an aesthetic redesign.

Scout
Pegasus

Paranid
Alliance of the Word (Vanguard)
Godrealm of the Paranid (Vanguard)
Holy Order of the Pontifex (Sentinel)



The Paranid Pegasus scout is extraordinarily fast, ensuring the "Peggy's" enduring popularity with explorers in particular. Unfortunately, being followed by such a speedy vessel risks inviting a rear end collision, an eventuality known by pilots as being "peggied".

Sentinel Variant

The Sentinel model marginally increases the scout's cargo space and resilience. However, these enhancements seem to be cursory

rather than conferring any practical value.

Vanguard Variant

In response to demand from the most speed-addicted customers, the Pegasus was eventually released in a Vanguard model.

Fighter
Perseus

Paranid
Godrealm of the Paranid (Vanguard)
Holy Order of the Pontifex (Sentinel)

A fast, small fighter, with respectable hardpoints, the Paranid Perseus has a reasonable following among fighter pilots and explorers alike. Recommended to young captains in search of their second ship.

Sentinel Variant

The Perseus Sentinel has additional superstructure reinforcement at the cost of speed.

Vanguard Variant

The Perseus Vanguard opts for a focus on speed.

Scout
Piranha

Boron
Queendom of Boron

When Atreus Shipbuilding Currents was tasked with pioneering this design paradigm shift, their first project would be the development of a new ship frame to be used in three configurations: prospecting, mining and transportation. During the two years of development, the corporation would pave the way for future ship development through great advances in component miniaturisation and improvements to the Travel Mode. In 780 (NT) Atreus Shipbuilding Currents released their new ship frame with the Piranha scout, Grouper miner and Terrapin transporter.

Atreus Era ships were the first ships built in response to the beginning of the Jump Gate shutdowns of 778 (NT). Fearing that systems might be cut off, they were designed to operate more

autonomously in contrast to earlier ships which specialised in combined usage. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The Atreus Era ships are sturdier than the later Menelaus Era ships, but not as manoeuvrable.

Fighter
Protector

Kha'ak

The appearance of the Kha'ak can trigger a sinking feeling in the stomach or stomachs of any pilot, however accomplished. These "space bugs", as they are often described, attack in mystifyingly geometric vessels, and have, thus far, rebuffed all attempts at communication.

This fighter has been dubbed the Protector and, like all Kha'ak ships, it is well-armed and trigger-happy.

Heavy Fighter **Pulsar**	**Argon** **Antigone Republic (Vanguard)**

When the Xenon destroyed a food production facility in Antigone Memorial, the sole survivor was protein engineer Tracie Harben. Having lost her entire family, and fuelled by vengeance, she dedicated herself to the creation of tools of destruction.

Harben's most popular design is the Pulsar fighter, also known as the "Glass Cannon". A highly aggressive vessel, it prioritises armaments and speed above all else.

Sentinel Variant

Unused

In the face of vocal opposition from Harben herself, the Antigone Republic commissioned the Pulsar Sentinel as a marginally more practical and survivable fighter.

Vanguard Variant

No-one knew the Pulsar could be even more aggressively optimised until Harben surprised observers by releasing the Vanguard model.

Heavy Fighter **Quasar**	**Argon** **Argon Federation (Vanguard)**

In the midst of the Terran War, the Argon Federation floundered somewhat in their ship design output. Perhaps their worst effort was

the Quasar fighter, which, named after a powerful cosmic force, failed to fully live up to expectations.

Sentinel Variant

Unused

The Quasar Sentinel model adds a modicum of resilience to this fragile fighter.

Vanguard Variant

The Quasar Vanguard was commissioned to breathe some useful function into the model. However, the variant has failed to achieve popularity.

Courier
Raleigh

Argon
Vigor Syndicate (Condensate, Container)
Riptide Rakers (Condensate, Container)

The Dark left the Windfall system not only isolated, but also ill-equipped for ship building, since it lacked both a wharf and capable engineers. For nearly four decades, the inhabitants largely had to make do with an aging fleet of stranded ships that were taken by surprise by the Jump Gate shutdown. The few remaining engineers in the system were mainly occupied with maintenance, but experimented when they could with custom ship designs. They slowly learned the craft, and became creative with the resources they had to hand. Most of their custom creations were built from repurposed luxury mass traffic vehicles, spare engines

disassembled from the leftover fleet, and various parts from scrapped ships that were beyond repair. It was only in 821 (NT), after the Jump Gate to Avarice opened, that a proper supply of resources allowed the engineers to finally abandon their custom creations and develop blueprints for mass production. Arguably, those blueprints still bear the hallmarks of the haphazard designs of the past.

Condensate Variant

Shortly after the widespread adoption of the Raleigh courier, the Aurora Casino was approached by the Northriver company, who commissioned them to create a replacement for their own haphazardly constructed courier. The requirement was for a ship capable of transporting a new type of material: Condensate. The well-funded Northriver Company, working with the Aurora engineers, introduced their prototyped storage system into the more robust framework of the Raleigh in 823 (NT), creating a new courier variant.

Container Variant

The Aurora Casino was eager to replace its aging fleet, establish itself on the new trade route, and guarantee the reliable transport of its goods. Their inexperienced crew of engineers soon had to abandon their plans for an Aurora-designed transporter, and settle instead for a courier. Throughout the ship's development, the Casino hired, blackmailed, and even abducted, engineers to ensure its success. After various setbacks, the team were finally able to introduce the Raleigh (Container) courier in 822 (NT), and were soon tasked with their next project.

Scout
Rapier

Terran
Terran Protectorate
Segaris Pioneers

After the restructuring that saw the end of the USC, several changes were implemented by the Terran Protectorate to reform the way that the Sol system was policed. Along with these structural changes, several ship designs were drastically overhauled. The Rapier was redesigned to be lighter and faster, in order to cover more ground and improve the military's response time. These changes also resulted in the ship's somewhat unconventional, but still recognisable, new form.

Courier
Raven

Teladi
Ministry of Finance

The Raven is a recent, classified Ministry of Finance Science Division prototype for a new high security Courier. Its development was the Ministry's attempt at a cheap and technological solution to the Syndicate piracy problem introduced by the reconnection of Windfall to the Gate network. Developed in a department on Woodworm Scrubs, the Raven was the first ship to be suited for experimental cargo spoofing technology. Attempted scan readings present the cargo hold as filled with worthless wares, which should deter piracy attempts or make them less likely. While originally the Raven was required to develop this technology, it can now be applied more universally, and might protect ships not only from pirates, but also from police looking for illicit goods.

Heavy Fighter
Shih

Argon
Vigor Syndicate

The Dark left the Windfall system not only isolated, but also ill-equipped for ship building, since it lacked both a wharf and capable engineers. For nearly four decades, the inhabitants largely had to make do with an aging fleet of stranded ships that were taken by surprise by the Jump Gate shutdown. The few remaining engineers in the system were mainly occupied with maintenance, but experimented when they could with custom ship designs. They slowly learned the craft, and became creative with the resources they had to hand. Most of their custom creations were built from repurposed luxury mass traffic vehicles, spare engines disassembled from the leftover fleet, and various parts from scrapped ships that were beyond repair. It was only in 821 (NT), after the Jump Gate to Avarice opened, that a proper supply of

resources allowed the engineers to finally abandon their custom creations and develop blueprints for mass production. Arguably, those blueprints still bear the hallmarks of the haphazard designs of the past.

In response to the turmoil caused by the introduction of the Lux fighter, the Syndicate leadership commissioned Scrapyard engineers to develop a heavy fighter. The Syndicate plan was for it to outperform the light fighters, forcing them off the field of combat, while being too expensive for smaller gangs to afford in significant numbers. The Scrapyard engineers based their design on the Kyd, and in 824 (NT) proudly introduced the heavy fighter, the Shih. With a strong focus on durability, the Shih manages to power up to three shield generators. Although they managed to double the firepower of the Kyd, the engineers failed to increase it sufficiently to match that of the major Commonwealth factions. Despite its shortcomings, the Shih was regarded as a major success, and was widely deployed to protect Syndicate property and territory, further securing their power and stabilising the system.

Scout
T

Xenon

Unlike most Xenon ships, the T scout can be destroyed quite easily, if it can be caught. The T is extraordinarily fast, with an extreme optimisation for speed over all other criteria.

Fighter
Taal (Unused)

Venture

The sweeping, yet pragmatic, design of this s-class fighter is immediately apparent. Engineers mounted two extensions alongside the cockpit in an attempt to stabilise the ship for prolonged travel

between branes. With its front-facing weapons, it is a fierce but practical ship, allowing a well-trained combat pilot to deal with any encounter, no matter what situation they find themselves in. It is unsurprising, therefore, that the design has been adapted by several factions vying for power and influence across the Multiverse.

Fighter
Takoba

Terran
Segaris Pioneers

Much like the Kalis, the Takoba came about as the result of Segaris Pioneers engineers' modifications to military ships provided to them by the Terran Protectorate, though in this case the ships were mostly decommissioned examples, sold to the Pioneers at a reduced price. Sleek in design, and distinguished from other fighters primarily by its speed, ships of this class

are often dispatched to explore unfamiliar territory in which some enemy presence is expected. While useful for small-scale military action, the Takoba is not as adept at engaging the enemy head-on, as its shielding is somewhat weaker than the Terran fighters on which it was based.

Courier
Terrapin

Boron
Queendom of Boron

Atreus Era ships were the first ships built in response to the beginning of the Jump Gate shutdowns of 778 (NT). Fearing that systems might be cut off, they were designed to operate more autonomously in contrast to earlier ships which specialised in combined usage. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The Atreus Era

ships are sturdier than the later Menelaus Era ships, but not as manoeuvrable.

When Atreus Shipbuilding Currents was tasked with pioneering this design paradigm shift, their first project would be the development of a new ship frame to be used in three configurations: prospecting, mining and transportation. During the two years of development, the corporation would pave the way for future ship development through great advances in component miniaturisation and improvements to the Travel Mode. In 780 (NT) Atreus Shipbuilding Currents released their new ship frame with the Piranha scout, Grouper miner and Terrapin transporter.

Courier (Sentinel)
Miner (Mineral)
Tethys (Mineral)

Paranid
Alliance of the Word (Vanguard)
Hatikvah Free League (Mineral)
Holy Order of the Pontifex (Mineral, Sentinel)
Godrealm of the Paranid (Mineral, Vanguard)

The Paranid Tethys is considered to be one of the most enjoyable light freighters available to fly. It adopts the graceful lines common among Paranid ships, while performing admirably well for a small vessel.

Mineral Variant

With the design of the Tethys, the Paranid proved that mining ships don't have to be ugly. It is also available in light freighter format.

The Tethys Miner may have a humble function, but the Paranid have added joy to the hours spent chipping away at asteroids.

Sentinel Variant

The Sentinel model has increased cargo space.

Vanguard Variant

The Tethys Vanguard boasts an impressive turn of speed.

Fighter (Sentinel, Vanguard)
Racing (Sport)
Theseus

Paranid
Godrealm of the Paranid (Vanguard)
Holy Order of the Pontifex (Sentinel)
Plot (Sport)

The Paranid Theseus is a solid, all-round performer with deadly firepower, built upon a solid chassis. If it is lacking anywhere it is in speed, though there are many tactical deployments where this is not a major issue.

Sentinel Variant

Given the Theseus' relaxed pace, many captains opt for the Sentinel model, which improves the vessel's ability to withstand attack.

Sport Variant

Using the Paranid Theseus as a racing ship may not be the obvious choice, but removing its weapons has allowed its considerable energy output to be redirected to its engines. As such it has entirely supplanted the smaller Paranid Pegasus as the go-to ship for racing.

Vanguard Variant

The Vanguard model aims to rectify the speed issue, though it is debateable whether this is achieved, or even necessary.

Courier (Stock) **Miner (Mineral)** **Tuatara**	**Split** **Free Families (Stock, Mineral)** **Zyarth Patriarchy (Stock, Mineral)**

When billionaire heir Soa t'Snt announced his venture into ship design, no-one believed he could fail.

How wrong they were.

Despite many attempts, the only vessel to make it off dry dock to date is the Tuatara. For its class, it is indeed fast, but not notably so. The Tuatara also lacks a generous hold and is, frankly, somewhat on the expensive side.

The enduring surprise is that anyone at all purchases this vessel. And yet, it does look attractive and there are always some fundamentalists who will only buy Split technology.

Mineral Variant

The mining variant fails to deliver sufficient speed to make up for the Tuatara's pitiful hold capacity.

Sentinel Variant

Unused

The Tuatara's Sentinel model is Soa t'Snt's attempt to make the ship suitable for operation in hazardous environments.

Vanguard Variant

Unused

In an attempt to shift a few more units, t'Snt released the Vanguard, which can achieve higher speeds.

Heavy Fighter (Unique)
Xperimental Shuttle

Terran
Quettanauts

Developed as a near-perfect replica of Kyle Brennan's original ship, the Xperimental Shuttle is the definition of attention to detail, with every part - down to the smallest rivet - reproduced precisely. The project to recreate this iconic ship was undertaken by Kaori after using it in a simulation, which brought on intense feelings of nostalgia for Earth. Initially, this ship was fitted with an advanced teleportation device, derived from Sohnen technology, allowing the Xperimental Shuttle to traverse the universe with ease. After this drive was rendered unusable following an unfortunate accident, it was replaced with a standard-issue travel drive.

Fighter (Unique) **Venture**

Yasur

The hyper-aggressive, technologically advanced Yasur-class brane ship was built to withstand all crossbrane-travel induced turbulence. This extraordinary stability was achieved with the help of hull plating reinforced with Brane-Bismuth. Notably, it took a lot of effort on the part of the Coalition Engineers to assemble these ships at scale at the Coalition Headquarters. The four front-mounted guns, and its agile nature, make this ship a fearsome dogfighter, and its sleek design makes it hard to hit by any enemies who dare to engage.

Medium

Miner
Alligator

Split
Free Families (Gas, Mineral)
Zyarth Patriarchy (Gas, Mineral)

Gas

Mineral

The Split Alligator is a light miner, suitable for a range of resource harvesting needs. Function is prioritised over comfort, so pilots may wish to bring a cushion.

Gas Variant

This version of the Alligator is optimised for gas collection.

Mineral Variant

This version of the Alligator is optimised for asteroid mining.

Transporter (Unique)
Astrid

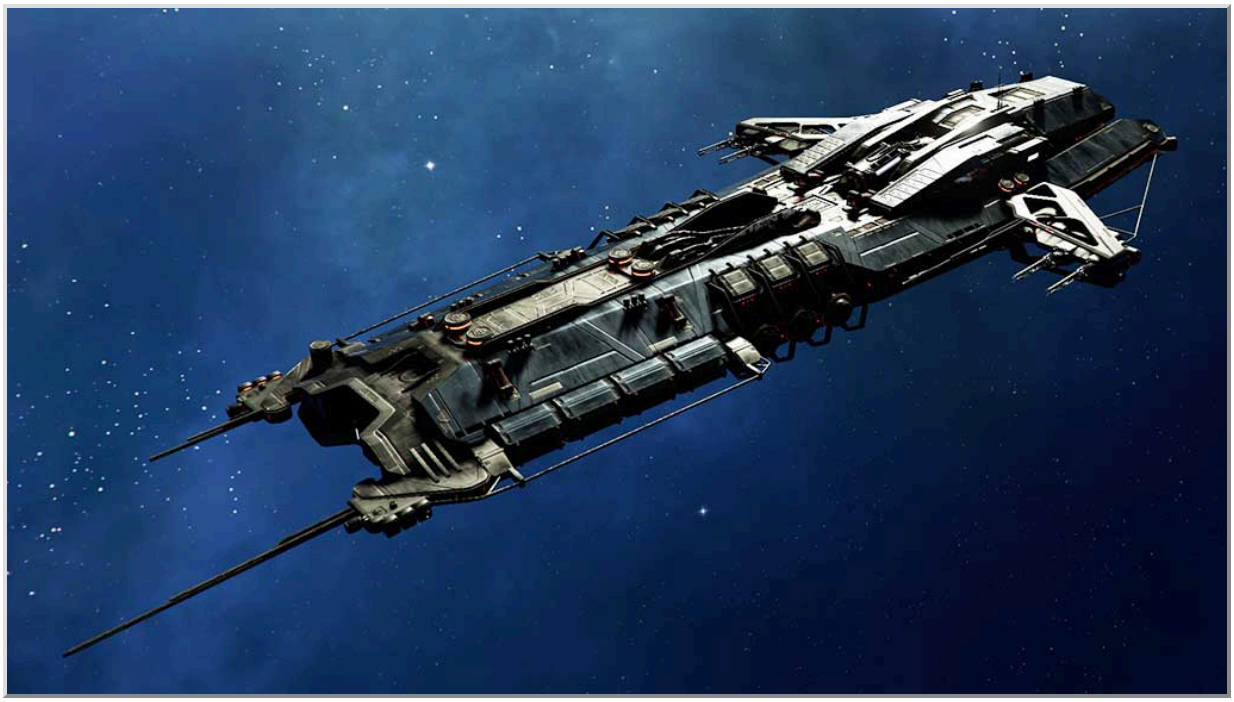
Argon
Vigor Syndicate

The Astrid yacht is the Northriver Company's spirit personified: sleek and luxurious to the point of excess. The designers on board Aurora station had to make the ostentatious ship fulfil a large number of extravagant and often conflicting requirements set by their client. As such, both the assembly of the pompous final product and the

manufacturing of many of its core components had to happen by hand, and the Astrid therefore remains a prized unicum. A wide array of highly specialised workshops and laboratories had to be commissioned to provide the garish synthetic materials and dazzling, custom-made metalwork used in its lavish interior and uniquely refracting, streamlined hull. This entire process proved to be incredibly expensive, and the Astrid is therefore deemed utterly unsuitable for mass production, much to the delight of the affluent collector. While working on its engine, the Aurora engineers heavily leaned on their previous experience with designing high speed ships like the Lux. The dazzlingly flamboyant ship also carries a thickly shielded storage compartment capable of containing volatile Bose-Einstein Condensates, rumoured to somehow improve its resistance to cosmic particles and improve its flight characteristics. Though this claim may sound like pseudo-scientific marketing lingo, one has to agree that even for a grandiosely cutting-edge yacht, the Astrid turns out to be surprisingly fast, which has given CEO of the Northriver Company the reputation to be in multiple places at once if he so pleases.

Fighter
B

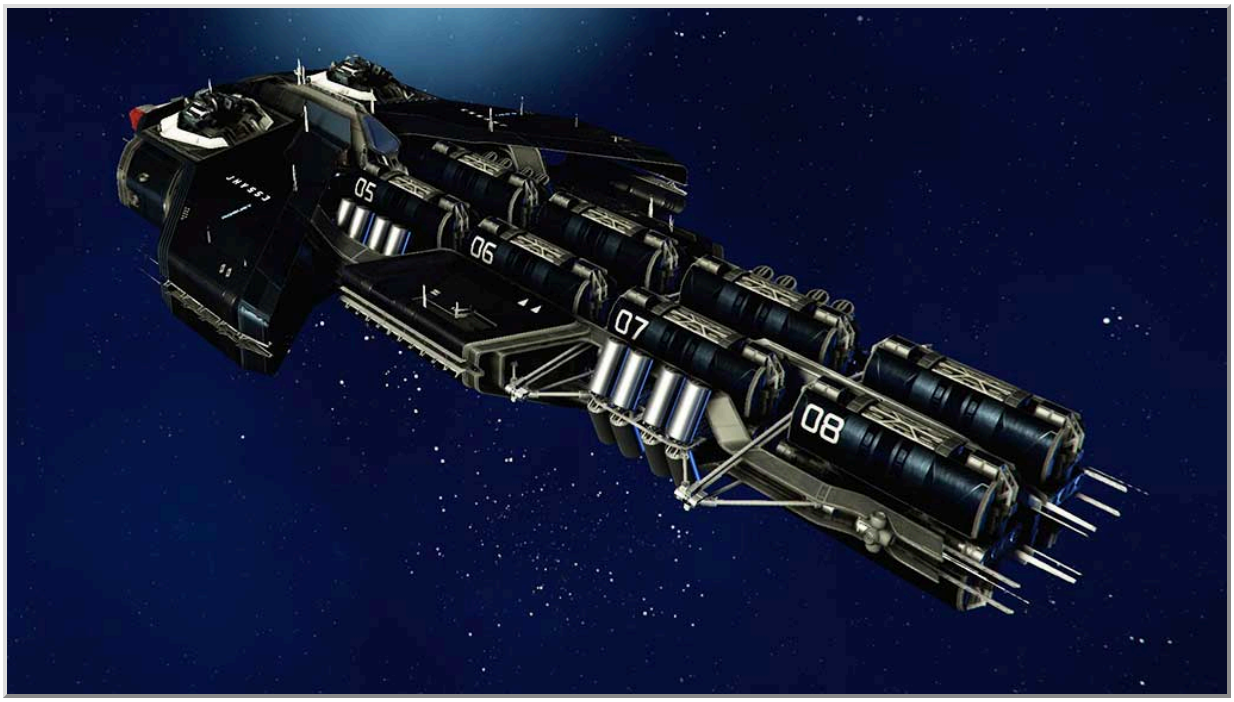
Xenon



Created at the same time as the smaller F class, to complement it in larger construction projects, the B's main armaments are cutting beams, initially used to prepare materials for other ships to use. The B proved to be effective in an offensive role as well, mostly due to its robust hull.

Transporter
Baldric

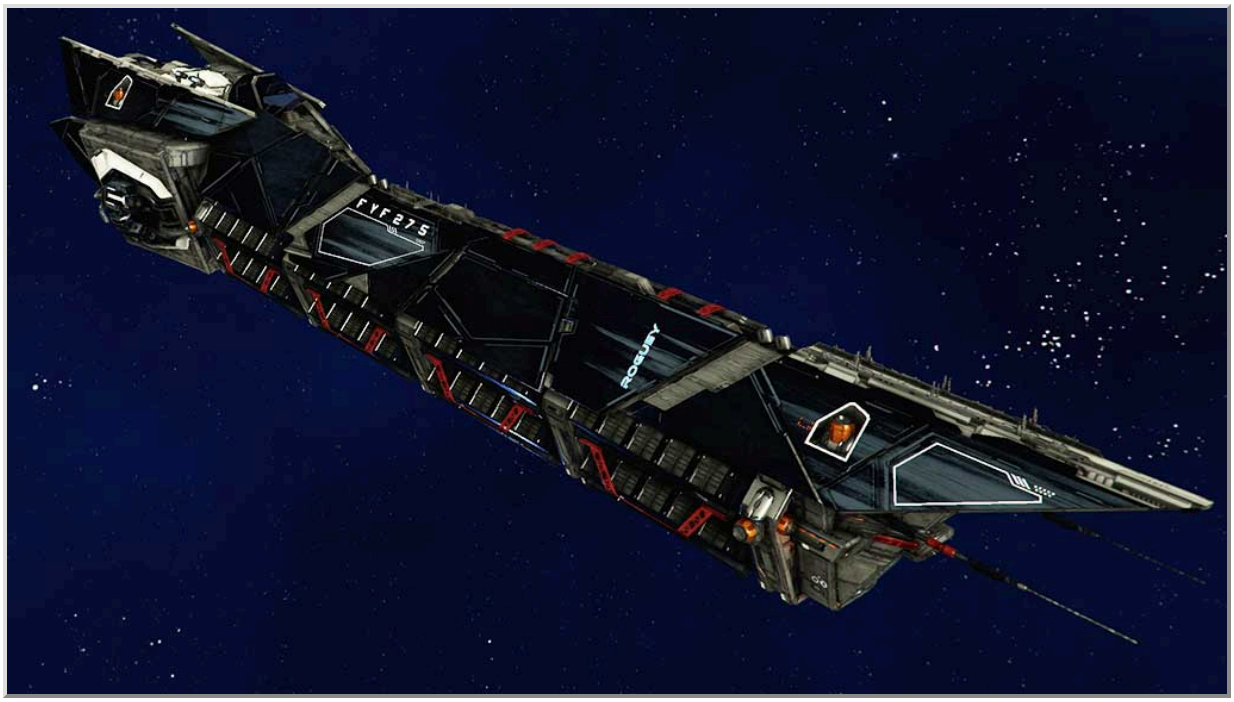
Terran
Terran Protectorate
Segaris Pioneers



The Baldric transporter has long been a staple of the Terran economy. The newest iteration allows for greater modularity and more extensive modification options, and adjusts the design to be more in-line with the Terran Protectorate's modern aesthetic. It also adds an extra turret to make it a less attractive target for pirate raids, and to ensure that no wares critical to the Terran war effort are lost in transit.

Transporter
Boa

Split
Free Families
Zyarth Patriarchy



Nowhere in the owner's manual is the Boa explicitly described as a smuggling vessel. Law-abiding pilots insist that the ship's surprising speed is used to outrun pirates.

Sentinel Variant
Unused

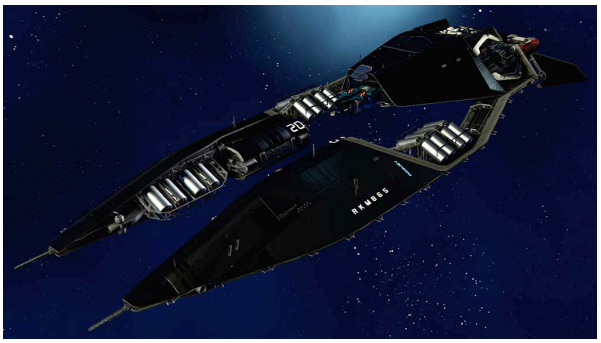
The Sentinel variant may also be able to take a few hits, should those "pirates" be faster than expected.

Vanguard Variant
Unused

However, the Vanguard model certainly looks more suited to blockade running than escaping bandits.

Miner **Bolo**	**Terran** **Segaris Pioneers (Gas, Mineral)** **Terran Protectorate (Gas, Mineral)**

Gas



Mineral

As is occasionally the case with emerging technology, the shift from station-based mining technology to the more efficient and adaptable approach of ship-based mining, came about in several disconnected regions of the Jump Gate network almost simultaneously. While the Argon-based Plutarch Mining Corporation developed their initial prototypes, several Sol-based corporations reached the same conclusion independently. When the Jump Gates realigned, both sides tried to sell their technological innovations to the other, only to realise that the market was already saturated.

Frigate
Cerberus

Argon
Antigone Republic (Sentinel)
Argon Federation (Vanguard)

The first of the newly-designed M-sized support ships to reach the Federal and Republic navies, the Cerberus-class frigate is primarily designed to target and support smaller and similarly-sized vessels in a defensive capacity. Notably, the Cerberus was also the first ship of its size to support a fully-functional dock for smaller ships; a massive technical challenge for its designers. This has only made it a more popular choice of ship, and saw a new design race explode throughout the Jump Gate network as other ship designers scrambled to copy the Argons' innovative design.

Frigate
Cobra

Split
Zyarth Patriarchy

Famed privateer Ra t'Knt built her infamous career on the decks of the Cobra. Starting out as a debt collector, she would swoop in and snipe turrets from her clients' debtors. This typically left them no choice but to repay, with interest and fees, or they would lose their ship as collateral.

After some time, Ra t'Knt's known whereabouts became more sporadic, until they ended altogether. Split speculation is that, under an assumed identity, she now runs a fleet of Cobras and no longer requires a tiresome, legal basis when separating pilots from their vehicles.

Sentinel Variant

Unused

For a little added assurance, pilots might wish to select the Sentinel variant.

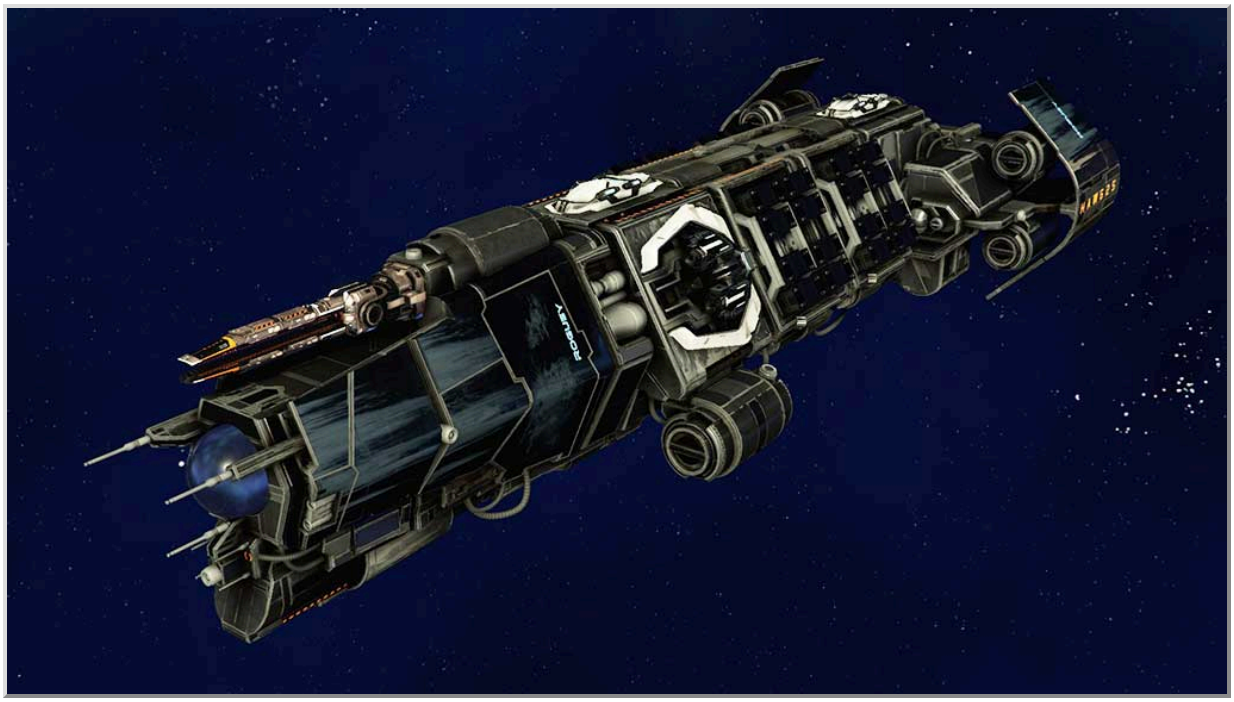
Vanguard Variant

Unused

Those following in her footsteps might appreciate the raw power of the Vanguard model.

Transporter
Cormorant

Teladi
Ministry of Finance



The Cormorant is unusual for a Teladi ship as it is tailored for freelancers. A light freighter with very basic construction

specifications, it is inexpensive and accessible for most entrepreneurs starting out in business.

Sentinel Variant

Unused

The Cormorant Sentinel is not well armed, however, it is resilient. Cormorant engines almost never spontaneously explode due to manufacturing errors.

Vanguard Variant

The Cormorant Vanguard is not well armed, however, it is resilient. Many of the fittings successfully remain attached during spaceflight.

Envoy
Cypher

Argon/Teladi
Unknown

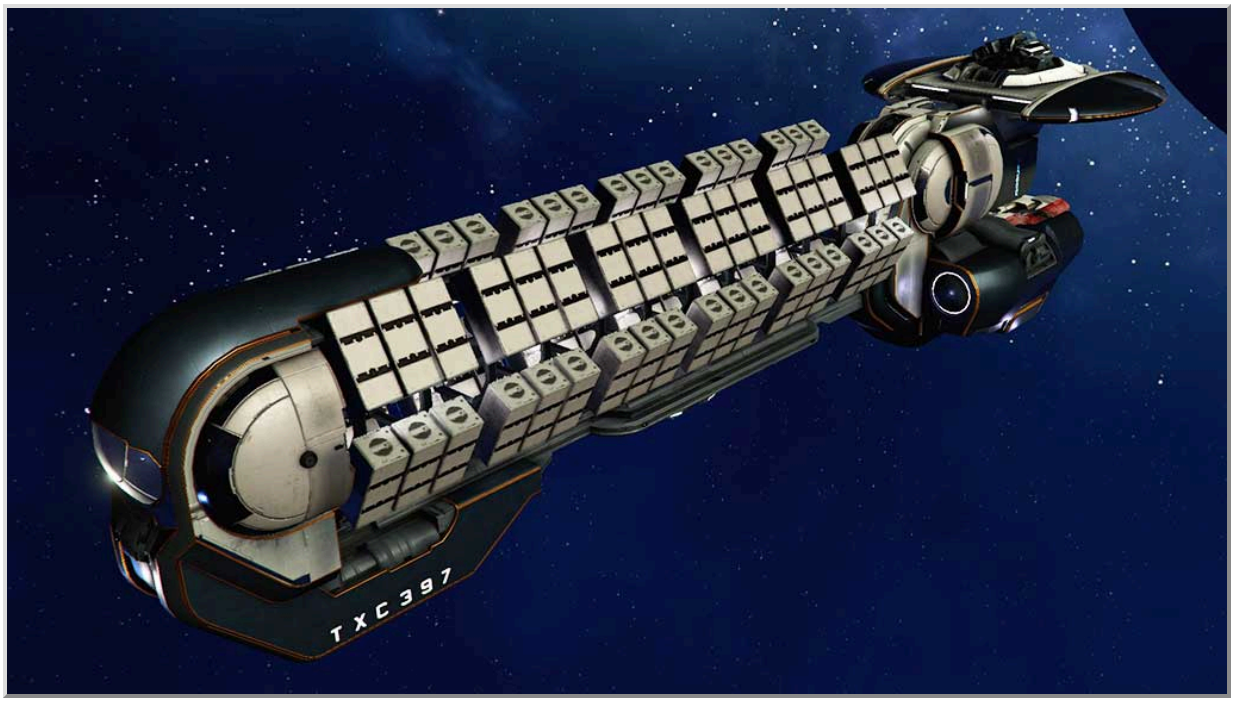
First observed shortly after the introduction of the Envoy, the Cypher's origins remain unclear. Though not officially linked to any known faction, it is frequently flown by pirates or other independent operators.

With some structural similarities to the Envoy, and capable of using the same exclusive engines, shields and primary weapons, the Cypher's main systems are typically supplemented with equipment acquired from Teladi or other manufacturers.

Although the vessel lacks configurable stances, it retains the ability to engage identity-masking protocols, allowing it to mimic the transponder signature of other factions.

Transporter
Demeter

Paranid
Alliance of the Word (Vanguard)
Godrealm of the Paranid (Vanguard)
Holy Order of the Pontifex (Sentinel)



This light freighter has a dark reputation. While verifiable facts are absent, pilots talk in hushed voices of an early Demeter outing. An apparently wealthy, yet eccentric and reclusive, Teladi mogul commissioned a freelance Demeter Captain to transport him and his cargo from Ianamus Zura to Argon Prime.

Rumour has it that the ship was subsequently found floating in space in the Silent Witness system. The Demeter was found with no Captain, crew, customer or cargo; no sign of attack or damage, and with completely cleared ship logs. No-one has heard from any of them since.

Sentinel Variant

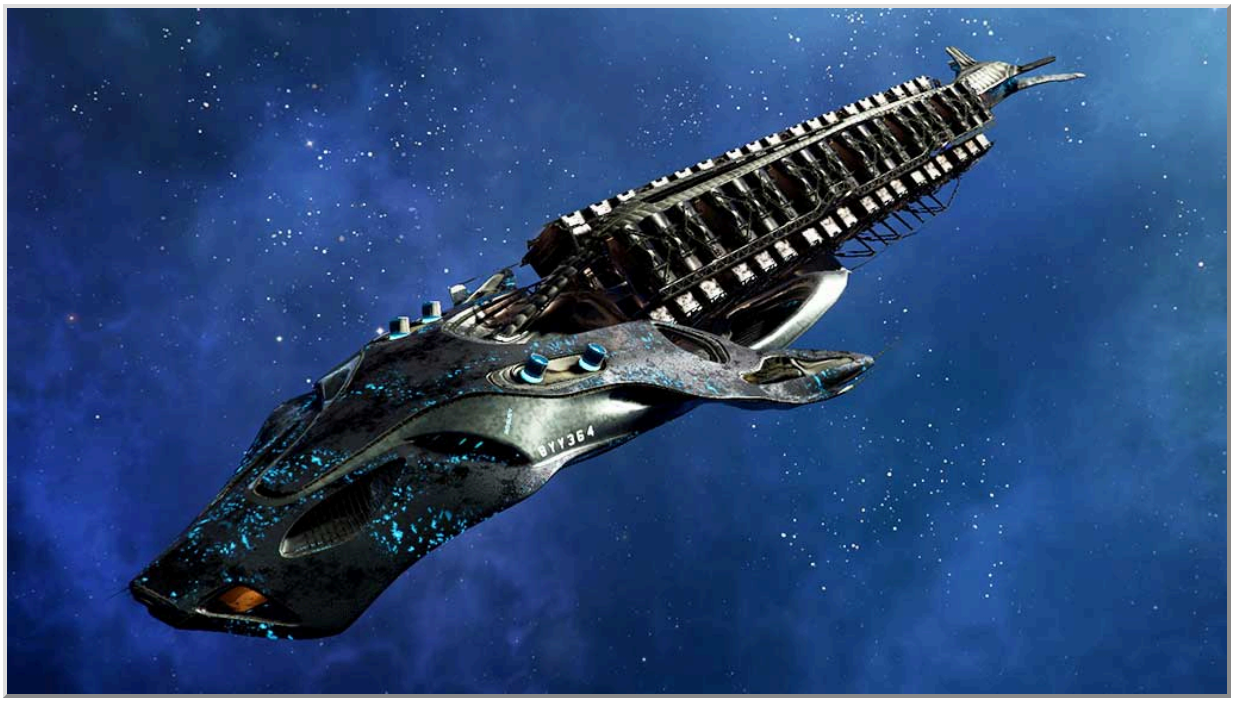
The Demeter remains popular with freighter captains untroubled by superstition. The Sentinel model boasts additional resilience, tailored for commanders operating trade runs under fire.

Vanguard Variant

The Demeter remains popular with freighter captains untroubled by superstition. The Vanguard offers enhanced offensive capability for operations in more challenging sectors.

Transporter
Dolphin

Boron
Queendom of Boron



The Dolphin transporter project largely built upon lessons learnt in prior developments, but also saw new innovations and subsystems designed by students and professors of the Royal Academy of

Space Engineering. This cooperation proved to be fruitful for both Atreus Shipbuilding Currents, and for the students, who would gain professional experience and grow to become valuable engineers in the field, either by working directly for the company or founding their own. The Dolphin transporter was released in early 784 (NT).

Atreus Era ships were the first ships built in response to the beginning of the Jump Gate shutdowns of 778 (NT). Fearing that systems might be cut off, they were designed to operate more autonomously in contrast to earlier ships which specialised in combined usage. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The Atreus Era ships are sturdier than the later Menelaus Era ships, but not as manoeuvrable.

In response to further Jump Gate shutdowns, the Queendom of Boron attempted to expedite the development of new ships through increased funding and the involvement of additional corporations and research facilities. Following the great success of their initial ship frame design for S-sized ships, Atreus Shipbuilding Currents was commissioned to spearhead all work on the M-sized follow-on projects, specifically the Dolphin transporter and Porpoise miner, but it outsourced some aspects of the work and associated research.

Corvette
Dragon

Split
Free Families (Raider)
Zyarth Patriarchy (Stock)

Early tragedies stoked a general sentiment among Split pilots that the Dragon is a cursed vessel. However, it has, over the decades, become recognised as a formidable warship. The Dragon cannot be discounted in a one-on-one battle with any ship in the known universe.

Raider Variant

Something that started out as nothing more than a Split Free Families Dragon modifying competition, eventually resulted in the specification of the Dragon Raider. A fleet of these particular beasts is sufficient to terrorise the most well-defended systems.

Sentinel Variant

Unused

The Sentinel model supplements its raw stopping power with a robust superstructure.

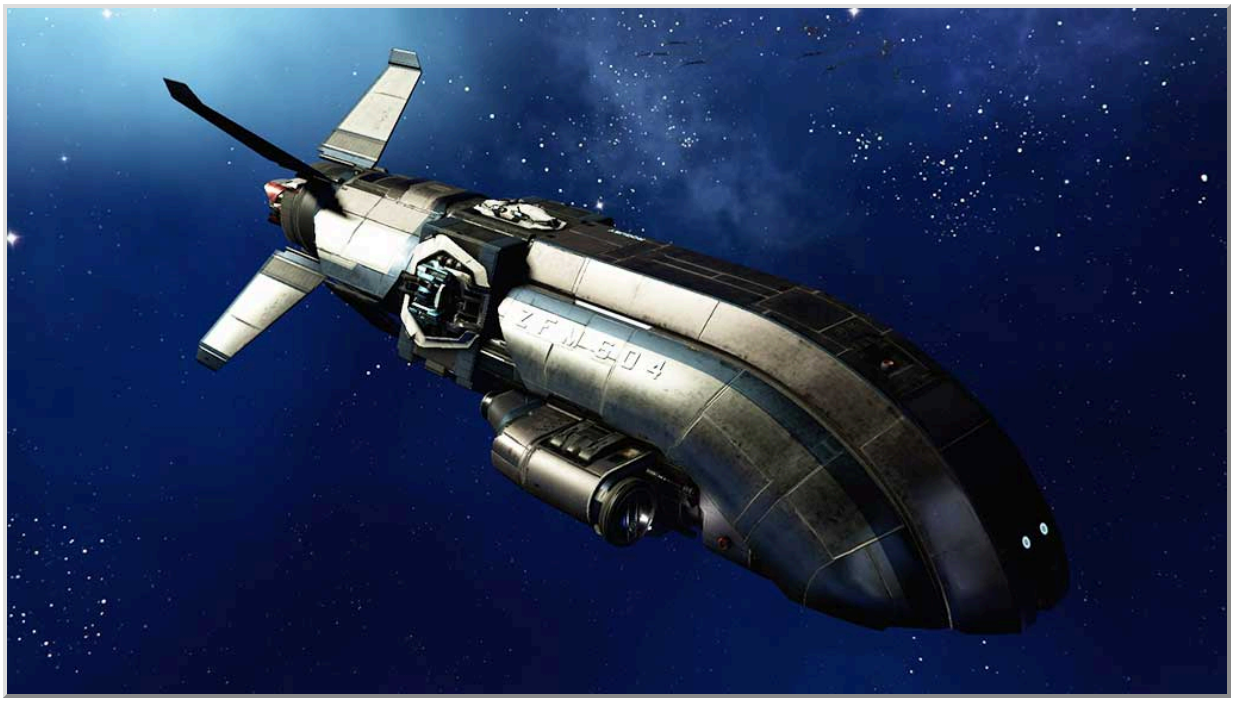
Vanguard Variant

Unused

The Vanguard variant cranks up the speed a notch for those pilots with a clear intent to ruin someone's morning.

Miner
Drill (Mineral)

Argon
Antigone Republic (Sentinel)
Argon Federation (Vanguard)
Hatikvah Free League (Sentinel, Vanguard)



Towards the end of the last era, the Plutarch Mining Corporation called for a shift away from static station-based asteroid mining towards the far more efficient method of using ships to identify and break down asteroids and bring them to refineries in far less time than it took for a refinery to be attached to a much bigger asteroid. Though it is now different from the PMC's original design, the Drill has been in service ever since, inspiring a train of different mining ships to be released all across the old and new Jump Gate network.

Envoy
Envoy

Argon/Teladi
Argon Federation
Ministry of Finance

A joint development by the Argon Federation and the Teladi Ministry of Finance, the Envoy integrates each faction's latest technologies. The Envoy class is equipped with exclusive high-performance engines and shield generators, unavailable to other vessels.

The joint technology program also included the development of a set of heavy weapons specific to the Envoy. Due to market demand, turret variants of those weapons were also introduced. These variants are compatible with a wide variety of ships, but some ships are excluded due to technical constraints. The ship also includes two forward-facing hardpoints, supporting a range of conventional weaponry for tactical flexibility.

A dedicated low-signature stance is available, in which most weapon systems are concealed and inoperable. While in this configuration, the vessel exhibits reduced detectability and increased manoeuvrability, at the expense of speed.

Ship operators may also activate faction camouflage protocols, allowing the vessel to appear to belong to another faction when observed externally. These advanced protocols are licensed on a strictly individual basis, and are not available to employed personnel.

Frigate
Falx

Terran
Terran Protectorate

In the years since the Jump Gates realigned, this Protectorate-made support ship has become a cornerstone of the Terran fleets. The Falx is heavily inspired by the Argon Cerberus frigate, although the Terran engineers would never admit to that. Because it can carry a small-sized ship on board, it is often used for patrols. Should it encounter hostile forces, it can hold its own in combat until Terran reinforcements arrive, and on the distant fronts of the war against the Xenon it often acts as a reliable support ship.

Frigate
Gorgon

Paranid
Godrealm of the Paranid (Vanguard)
Holy Order of the Pontifex (Sentinel)

The Gorgon is a high performance Paranid frigate, developed in response to the threat posed by the Split Dragon.

A popular escort vessel for capital ships, it can also provide the backbone for offensive fleets.

Sentinel Variant

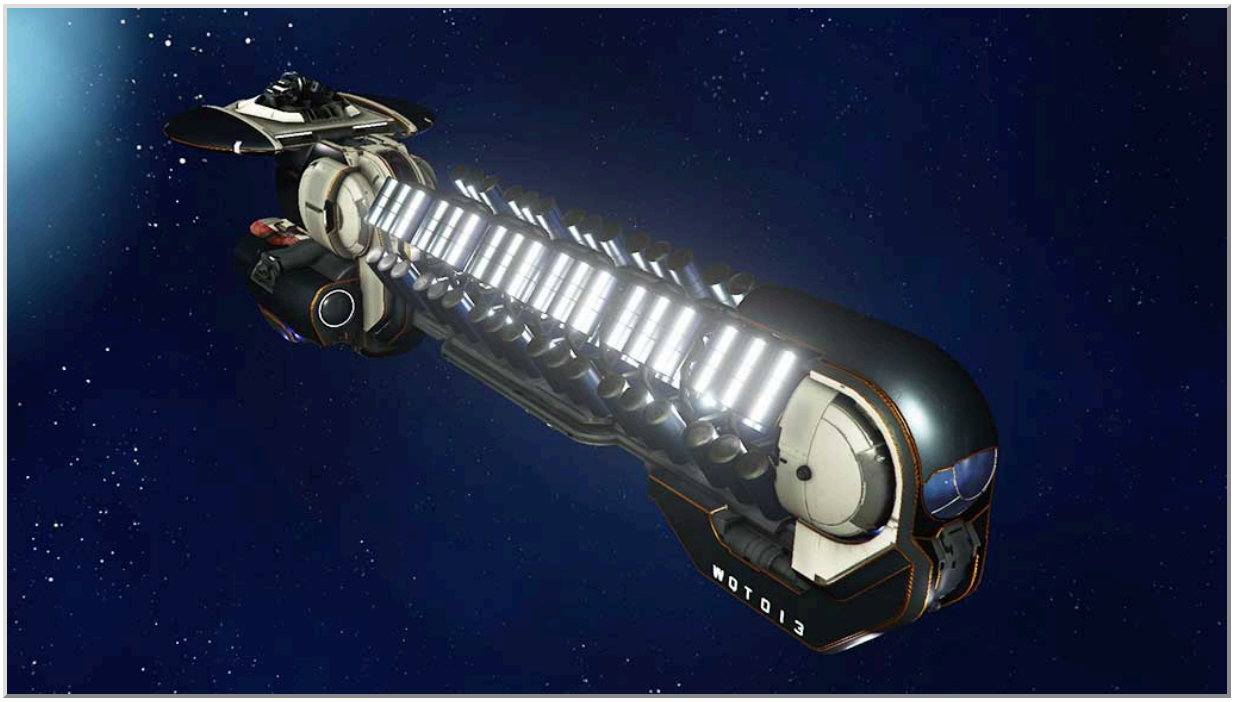
The Gorgon Sentinel is tailored for defensive operations, such as escort missions or station patrol.

Vanguard Variant

The Vanguard model is generally preferred for tactical offence.

Transporter
Hermes

Paranid
Alliance of the Word (Vanguard)
Godrealm of the Paranid (Vanguard)
Holy Order of the Pontifex (Sentinel)



The Hermes is a medium-sized Paranid-designed journeyman freighter with reasonable performance.

Sentinel Variant

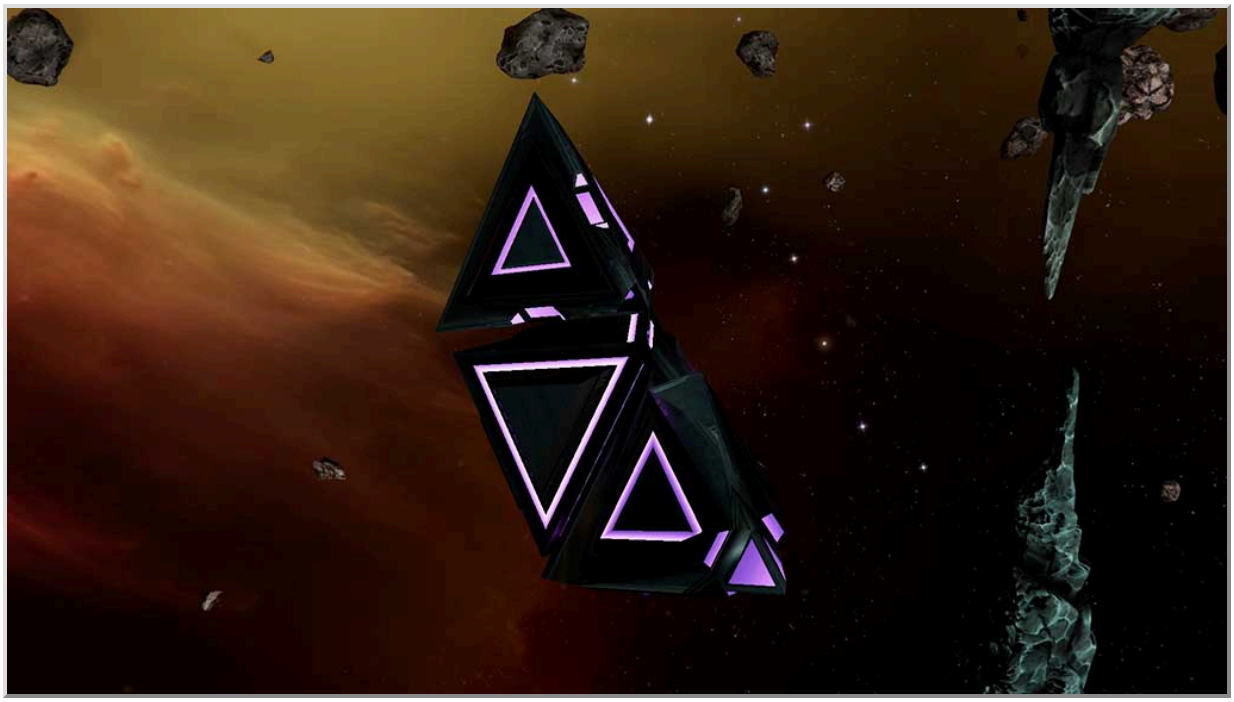
The Sentinel model has improved cargo capacity and a somewhat hardened chassis.

Vanguard Variant

While the Vanguard offers additional speed, even this model is widely considered to be unsuited to blockade running.

Heavy Fighter
Hive Guard

Kha'ak

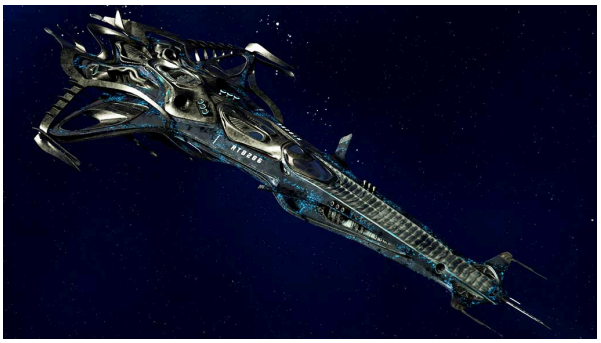


The diabolical pyramids of the Kha'ak are a perpetual threat. The Hive Guard is a heavy fighter and one of the more disturbing Kha'ak ships that may appear on a pilot's scanner.

Corvette
Hydra

Boron
Queendom of Boron (Stock, Regal)

Stock



Regal

After their reasonably successful development of the heavy fighter in 788 (NT), and a recent incident disqualifying their main competitor, Eleius Astrosecurity secured the government contract to develop the next Royal Boron Navy corvette. Widely regarded as a successful design, the Hydra entered service in 792 (NT).

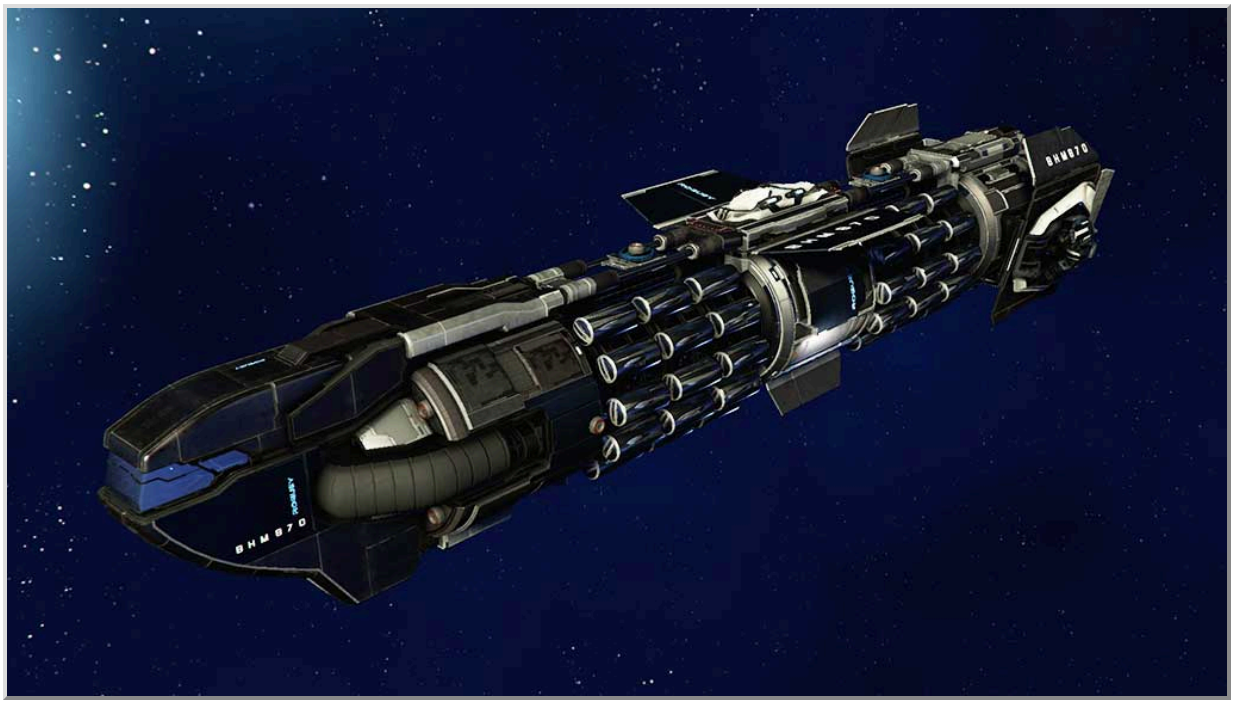
Menelaus Era ships were built between 785 (NT) and 798 (NT) as a second wave of more autonomous ships in preparation for the Jump Gate shutdowns. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The new Menelaus cabinet allowed corporations, working under a government contract, access to various classified technological advancements made by Royal Boron Military Defence research facilities. The ships designed with those technologies are less sturdy than the first wave of Atreus Era ships, but more manoeuvrable.

Regal Variant

The Regal version is a custom build commissioned by the monarchy to be awarded to individuals of outstanding merit.

Transporter
Ides

Argon
Alliance of the Word (Vanguard)
Antigone Republic (Sentinel)
Argon Federation (Vanguard)



With the Argon Federation desperate to rebuild its economy after the Jump Gates realigned, the sheer number of Mercury-class transporters across Argon space became so high that the value of

the popular transporter began to sink rapidly. In an attempt to correct course, the Federation released the Ides. Though they are only slightly aesthetically and technically different, and in fact the Ides is based on the Mercury model, the ship has been pushed as competition to the popular transporter; a marketing strategy that has been well met by the public, and recently allowed for the ship market to find stability.

Gunboat
Jian

Terran
Terran Protectorate

A successor to the Claymore, the Jian is immediately distinguishable from its predecessor by its numerous turrets. Designed during the Jump Gate shutdown, the Terran Protectorate sought to create a more heavily armed, yet still nimble, gunboat. With its turrets capable

of applying pressure in several directions simultaneously, it is easy for the Jian to switch rapidly between targets, allowing it to keep enemy fighter groups at bay.

Corvette
Katana

Terran
Terran Protectorate
Segaris Pioneers

A sleek Corvette-class ship, the Katana was engineered to be as compact as possible and minimise its surface area as a potential target. The front-facing weapons make it the Terran Protectorate's first choice for engaging individual targets, as they concentrate all of its available fire-power in one place.

Corvette
Kuraokami

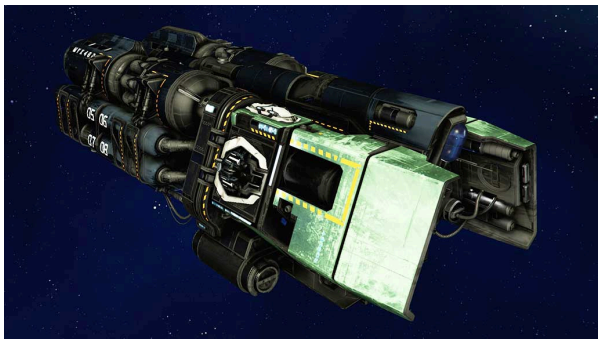
Paranid
Yaki

When the Yaki established their base of operations close to the Paranid realms, it was only natural that they would pirate Paranid ships and poach their technology, before adapting them to their own purposes. The Kuraokami-class corvette was based on the Nemesis, but over time the Yaki modified the design to fit their own needs.

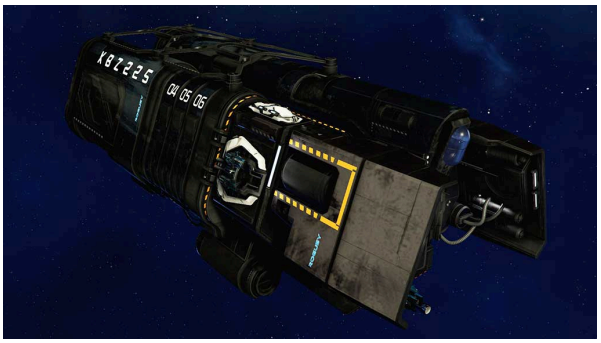
Their familiarity with experimental technology, especially their understanding, albeit imperfect, of Xenon machinery, allowed them to strip away some of the hull plating without significantly sacrificing hull integrity. Ultimately, this design's focus is almost entirely on speed and storage capacity, to enable the Yaki to raid their targets with terrifying efficiency.

Miner
Manorina

Teladi
Hatikvah Free League (Vanguard)
Ministry of Finance (Sentinel)
Teladi Company (Vanguard)



Gas



Mineral

While ostensibly a resource harvester, some enterprising captains have repurposed the Teladi Manorina as a low-cost gunship, taking full advantage of its outstanding shielding capacity. Some even go as far as retaining the mining drill as a weapon, due to its extended range. Suspicions are occasionally expressed that this is a Teladi artifice for trading a weapon of war under civilian guise, avoiding the requirement for a military licence.

Gas Sentinel Variant

The Manorina can also be used for harmless gas collection. The Sentinel model boasts increased storage capacity.

Gas Vanguard Variant

The Manorina can also be used to collect gas, and the Vanguard model adds a useful degree of speed.

Mineral Sentinel Variant

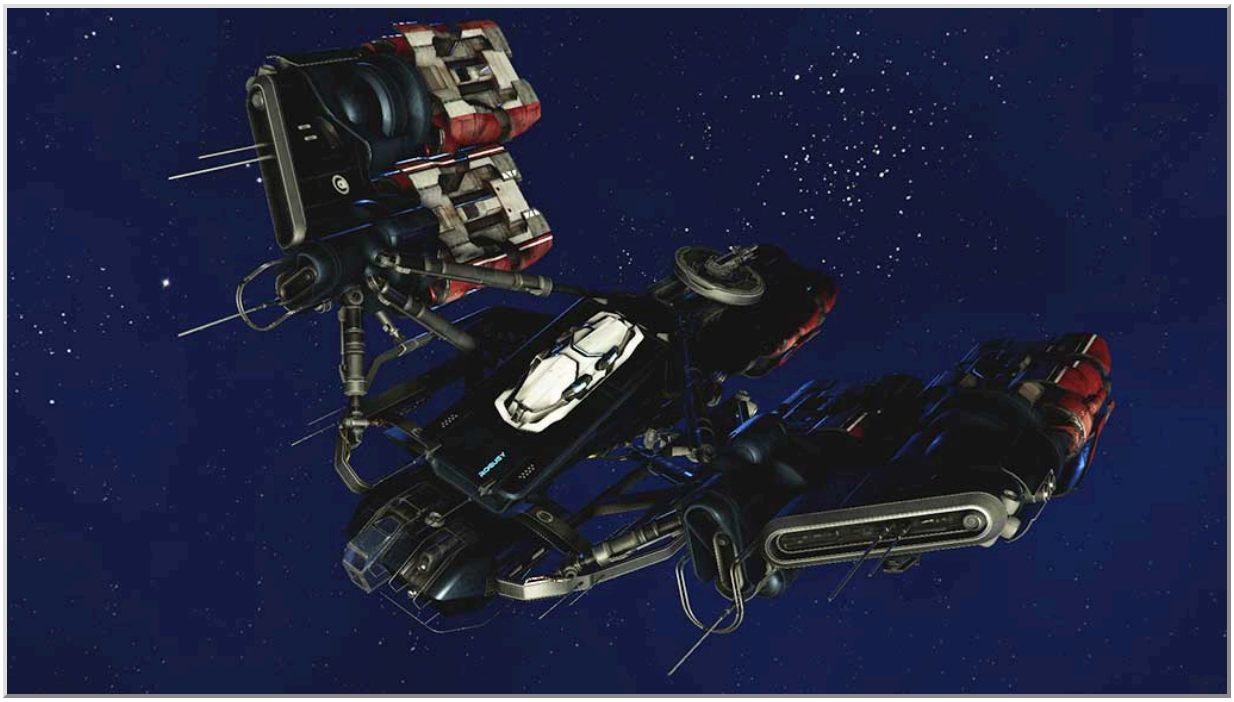
The Manorina can also be used to mine asteroids, and the Sentinel variation adds some resilience to stray rocks or foes alike.

Mineral Vanguard Variant

The Manorina can also be used to mine asteroids, and the Vanguard model adds a degree of speed in either use case.

Tug
Manticore

Argon
Riptide Rakers
Alliance of the Word
Teladi Company
Segaris Pioneers



With the advent of the Dark, Avarice was forced to rely on a fleet of stranded ships that had been taken by surprise by the Jump Gate shutdown. Despite the almost immediate collapse of the Avarice company, capable scientists and engineers soon took it upon themselves to stabilise the system and work towards sustainability. They first established a functioning wharf for repairs and replacement, and conducted early experiments into developing a recycling economy in anticipation of dwindling resources within the system. The regeneration of this post-shutdown economy was quickly curtailed by the first Tides, which destroyed most stations

and ships in the system in 800 (NT). However, a side-effect of the destructive solar event was the greatly increased energy output from solar panels, which allowed for a paradigm shift. The new Rakers economy emerging from Tidebreak, at the time the only station in Avarice, took advantage of this new abundance of energy. This, along with the use of local wrecks, enabled the rebuilding of a new, sustainable, closed-loop economy based on recycling, allowing them to further improve on previous ship and station module designs. Resettlement of Avarice began in 818 (NT), when the Northriver Company introduced Protectyon and the associated Protectyon Shield Generators to safeguard stations from the Tide. A few years later, in 825 (NT), the reconnection of Windfall gave the long-isolated Rakers the opportunity to trade with various Syndicate factions, but also exposed them to their piracy.

With the Jump Gate shutdown disconnecting Avarice the first Tug ship, a predecessor of the Manticore, was quickly developed by stranded Argon engineers to tug small ship wrecks to stations for further processing and make best use of the now very limited access to resources. With just one of those ships and their first version of the Scrap Processor and Scrap Recycler modules they ran a small enterprise with a high demand for energy and a slow output of Hull Parts and Claytronics. It was only after the first Tide destroyed most stations and ships in the system in 800 (NT) that their blueprints became the main pillar of Rakers economy and were further developed into the now widely used Manticore, utilising more powerful engines, and station modules. After messenger drones from Sacred Relic arrived, the people of Avarice themselves sent out messenger drones containing the blueprints to other disconnected systems, hoping to help those unfortunate enough to be stranded with no natural resources in reach. In doing this they created a local branch of the Alliance of the Word operating from Tidebreak. With the first Jump gate reconnection in 825 (NT) the Alliance of the Word would move to an own station in Windfall.

Transporter
Mercury

Argon
Alliance of the Word (Vanguard)
Antigone Republic (Sentinel)
Argon Federation (Vanguard)

The latest redesign of the Mercury-class transporter was almost purely aesthetic, with only small changes made to allow the user more modularity and modification options. Other than the aesthetic changes made to keep the model in line with latest style trends, the Mercury remains the same reliable M-sized transporter that has seen popular use across Argon space for so many years.

Gunboat (Sentinel, Vanguard)
Scavenger (Raider)
Minotaur

Argon
Antigone Republic (Sentinel)
Argon Federation (Vanguard)
Scale Plate Pact (Raider)
Hatikvah Free League (Raider)
Duke's Buccaneers (Raider)

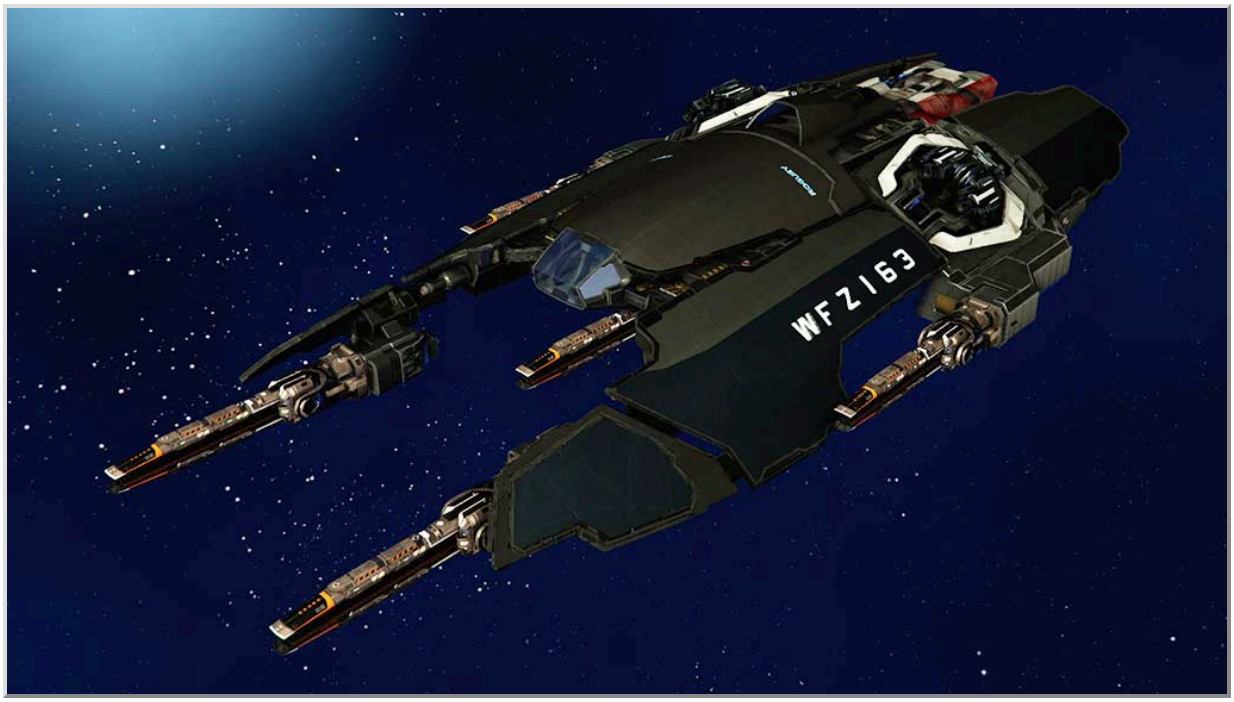
Raider
Sentinel

Vanguard

A ship that saw much upheaval behind the scenes during the Terran Conflict, when it became painfully clear to the Argon that their ships were far inferior to the Terran equivalents, the Minotaur was over the course of the conflict completely redesigned as a mobile weapons-platform, sporting heavy weapons that deal incredible amounts of damage to similarly-sized and larger, slower targets. Unfortunately, the ship was unable to be put into mass-production before crisis crippled the Argon Federation, and as a result the new Minotaur has only recently entered service.

Corvette
Nemesis

Paranid
Godrealm of the Paranid (Vanguard)
Holy Order of the Pontifex (Sentinel)



The Paranid Nemesis is a highly sought-after corvette, boasting an attractive balance of speed, firepower and general versatility. The overall adaptability and build quality of the production line vessel ensure that the loadout options selected by owners can have a tangible impact on the tactical use-cases available.

Sentinel Variant

The Sentinel edition of the Nemesis offers additional resilience, which may be preferred by those operating in live fire environments.

Vanguard Variant

The surprisingly fleet-footed base vessel can itself be optimised for speed by securing the Vanguard model.

Corvette **Odachi**	**Terran** **(Plot)**

Often referred to as the bigger brother of the Cutlass, the Odachi is frequently used in places where the additional firepower provided can make a decisive impact. This ship design was first conceived in the Terraformer conflict as a way for Terran forces to be able to combat the capital ships that were increasingly plaguing battles.

Frigate
Osprey

Teladi
Ministry of Finance (Sentinel)
Teladi Company (Vanguard)

The Teladi Osprey is a surprisingly effective frigate with significant cargo capacity. On this basis, it can be used as a well-armed and speedy alternative to a standard freighter for trade runs where prejudice is anticipated.

Sentinel Variant

The Sentinel variation compromises speed in favour of additional cargo space.

Vanguard Variant

The Vanguard model enhances speed, and as a consequence, the potential profitability of trading routes.

Corvette **P**	**Xenon**

P

PE

The lack of intel or communication about the Xenon renders even the most basic questions unanswerable. For example, why does the Xenon P corvette resemble an Earth trilobite?

Regardless of the inscrutability of Xenon design philosophy, the P remains a fearsome adversary in battle.

Gunboat
Peregrine

Teladi
Ministry of Finance (Sentinel)
Teladi Company (Vanguard)

While originally designed as a bomber, the Teladi Peregrine has recently found popularity in the role of an escort ship. Its primary tactical advantage in this regard is its excellent turret coverage, which can be highly effective when appropriately armed.

Sentinel Variant

The Peregrine Sentinel leans into this novel escort role, offering increased superstructure resilience.

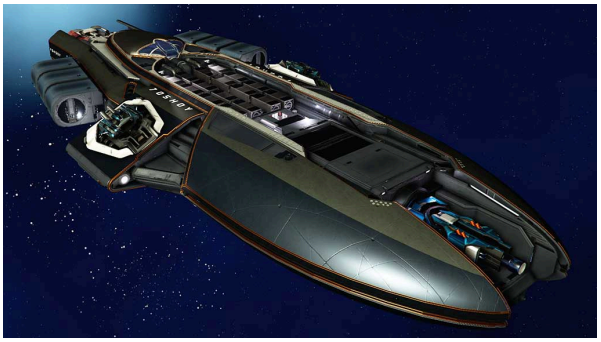
Vanguard Variant

The Vanguard model, with additional speed, was an attempt to retrofit the Peregrine to make it more suitable for its original intended role. Debate continues as to whether this was a success.

Miner
Plutus

Paranid
Godrealm of the Paranid (Vanguard)
Holy Order of the Pontifex (Sentinel)

Gas



Mineral

The Paranid Plutus is a decidedly humble, medium-sized resource extractor, available in both mineral and gas extraction formats.

Gas Sentinel Variant

This gas collector boasts increased resource storage capacity in the Sentinel model.

Gas Vanguard Variant

The Plutus is available in the Vanguard variation. This gas extractor is therefore marginally faster than its sister vessels.

Mineral Sentinel Variant

The mining variant is available in a Sentinel model, which provides a helpful increase in solid storage capacity.

Mineral Vanguard Variant

The asteroid mining Vanguard model's enhancements do little to negate the vessel's understated presence. The ship remains eminently forgettable.

Miner
Porpoise (Gas)

Boron
Queendom of Boron

Gas

Mineral

The Porpoise mining ship had many of its systems provided by Deepwater Drilling Industries, a company which excelled in the engineering of deep ocean mining machinery and successfully adapted its technology to be suitable for space mining operations. The ship was released in 784 (NT) shortly after the death of Her Majesty Queen Atreus, making it the last ship of the Atreus Era.

Atreus Era ships were the first ships built in response to the beginning of the Jump Gate shutdowns of 778 (NT). Fearing that systems might be cut off, they were designed to operate more autonomously in contrast to earlier ships which specialised in combined usage. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The Atreus Era ships are sturdier than the later Menelaus Era ships, but not as manoeuvrable.

In response to further Jump Gate shutdowns, the Queendom of Boron attempted to expedite the development of new ships through increased funding and the involvement of additional corporations and research facilities. Following the great success of their initial ship

frame design for S-sized ships, Atreus Shipbuilding Currents was commissioned to spearhead all work on the M-sized follow-on projects, specifically the Dolphin transporter and Porpoise miner, but it outsourced some aspects of the work and associated research.

Transporter
Prometheus

Paranid
Duke's Buccaneers

The gradual Shutdown of the Jump Gates and the subsequent onset of the Dark shattered the shadowy organisation once known as the Duke's Buccaneers. Those that remained stalwart in their loyalty to the Pirate Duke had to rapidly adapt their operations to not be squashed under the heel of the newly emerging local authorities, or worse, fade into obscurity. Faced with the challenge to justify their further existence as an organisation, the

majority of Buccaneer cells defaulted to the front they had already used for decades: the brutal, but dependable security outfit. Under this old and new guise, they acquired some renown transporting crucial personnel and wares for reconstruction and redevelopment. They also dealt in protection, corporate consulting, and other stunningly legal services. The support of well-equipped muscle proved useful for the leadership of the many societies that now struggled in isolation, and over the decades, the Buccaneers managed to refine their technology to suit the requirements of their new area of employment.

The Prometheus heavy transport is a relatively new addition to the arsenal of the Duke's Buccaneers, developed specifically to carry the lessons learned during the Dark into the era after the Realignment of the Jump Gates. Its hull is based on the Plutus, a well-known Paranid mining vessel. While earlier iterations of Buccaneer transport ships were often in fact civilian assets retrofitted for convenience, the design of the Prometheus is deliberate and insidious. Unless they were paying specific attention, any onlooker would simply see a mining ship, well-prepared for the dangers lurking at the edges of civilised space. On approach, such a hapless passerby or opportunistic brigand would soon realise that the inconspicuous hauler was in fact a well-armed pirate ship, perfectly equipped for a quick plunder. In one regard, the otherwise feigned identity as a deep space mining ship carries a sliver of truth, however: after a successful station raid, these ships tend to disappear towards the outskirts of a nearby sector, destination unknown.

Heavy Fighter
Queen's Guard

Kha'ak

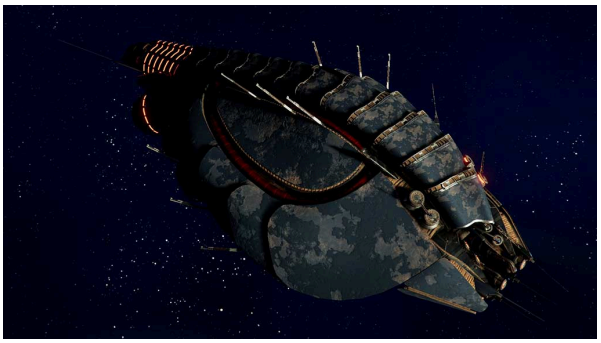
Armed with the frighteningly accurate Kyon Emitter, the Kha'ak Queen's Guard most commonly attacks in swarm formation to devastating effect.

The pseudo-insectile nature of the Kha'ak gave rise to the theory that they are directly or indirectly controlled by a Queen. This, in turn, inspired the name given to this vessel. However, the theory is as yet unverified.

Miner
S

Xenon

S



SE

The Xenon S is a light miner/freighter supporting the AI collective's primary resource logistics.

SE Variant

The SE is a more recent variant of the S, and while information is limited on the exact differences between the two versions, it is possibly only a minor superficial evolution of the design. A peculiarity is that the SE is one of the few instances in which the intermediate steps in Xenon evolution are present, rather than being confronted with almost entirely new designs after countless presumed iterations of unseen ships. Scientists hope that studying these ships may give valuable information leading to an

understanding of the mechanisms and pressures behind Xenon evolution, so that the threat can be more efficiently counteracted.

Miner
Sunder

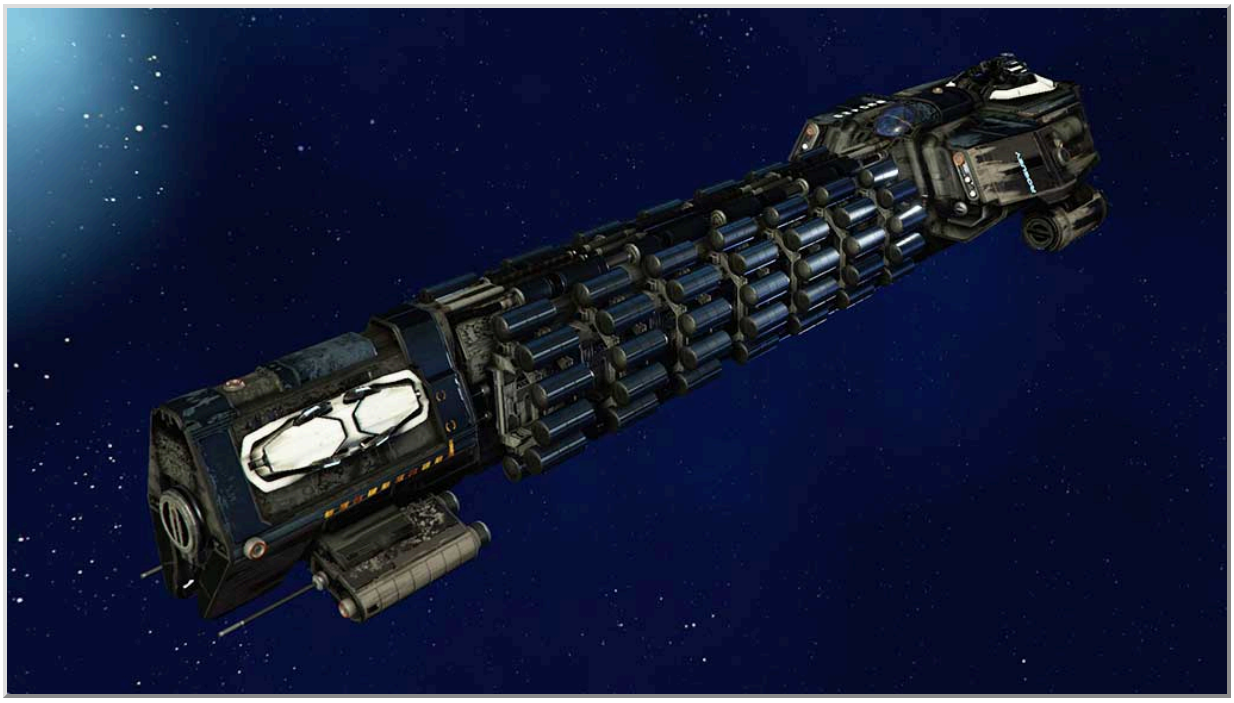
Argon
Antigone Republic (Sentinel)
Argon Federation (Vanguard)
Hatikvah Free League (Vanguard)

Jonferco's response to the PMC's Drill design, the Sunder fulfils a similar role to its sister ship but handles gas collection instead of asteroid mining. It is fitted with a non-modular scoop that allows natural gases to be safely placed inside the ship's cargo hold. For all the gratitude received by PMC for their work in advancing asteroid mining, Jonferco's reply sent the mining community into a complete frenzy, with the possibilities for collecting, refining and

utilising natural gases spurring the economy, not just in Argon space but across the entire Jump Gate network, to a brand new high.

Transporter
Tern

Teladi
Alliance of the Word (Vanguard)
Ministry of Finance (Sentinel)
Teladi Company (Vanguard)



The Teladi Tern is a surprisingly cost effective and efficient freighter, a staple of many trading corporations. Its affordability and solid performance make it one of the more popular Teladi vessel designs.

Sentinel Variant

The Tern Sentinel variant has a hardened hull composite, and is favoured by many traders.

Vanguard Variant

The Vanguard model is optimised for speed, however, the reduction in cargo capacity reduces the Tern's overall trading performance.

Gunboat
Thresher

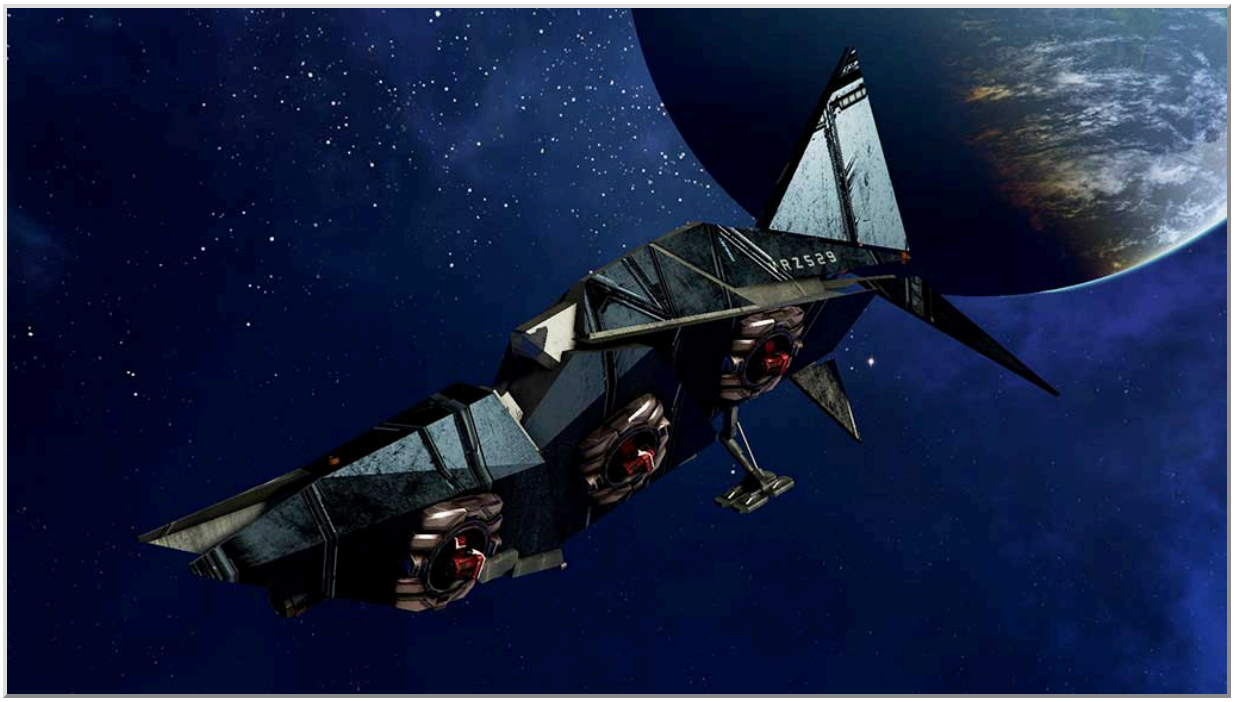
Boron
Queendom of Boron

Developed by Faded Dreams Defences as their last ship of the Menelaus Era, the Thresher gunboat saw its maiden voyage in 795 (NT). Even while production was still ramping up, the ship had already proved itself on various battlefields, defending convoys and mining operations against Split, Xenon and sometimes pirate

incursions. The Royal Boron Navy, as well as various transport and mining corporations, soon valued the Thresher as a competent escort ship, and increasingly deployed it throughout the Queendom.

Menelaus Era ships were built between 785 (NT) and 798 (NT) as a second wave of more autonomous ships in preparation for the Jump Gate shutdowns. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The new Menelaus cabinet allowed corporations, working under a government contract, access to various classified technological advancements made by Royal Boron Military Defence research facilities. The ships designed with those technologies are less sturdy than the first wave of Atreus Era ships, but more manoeuvrable.

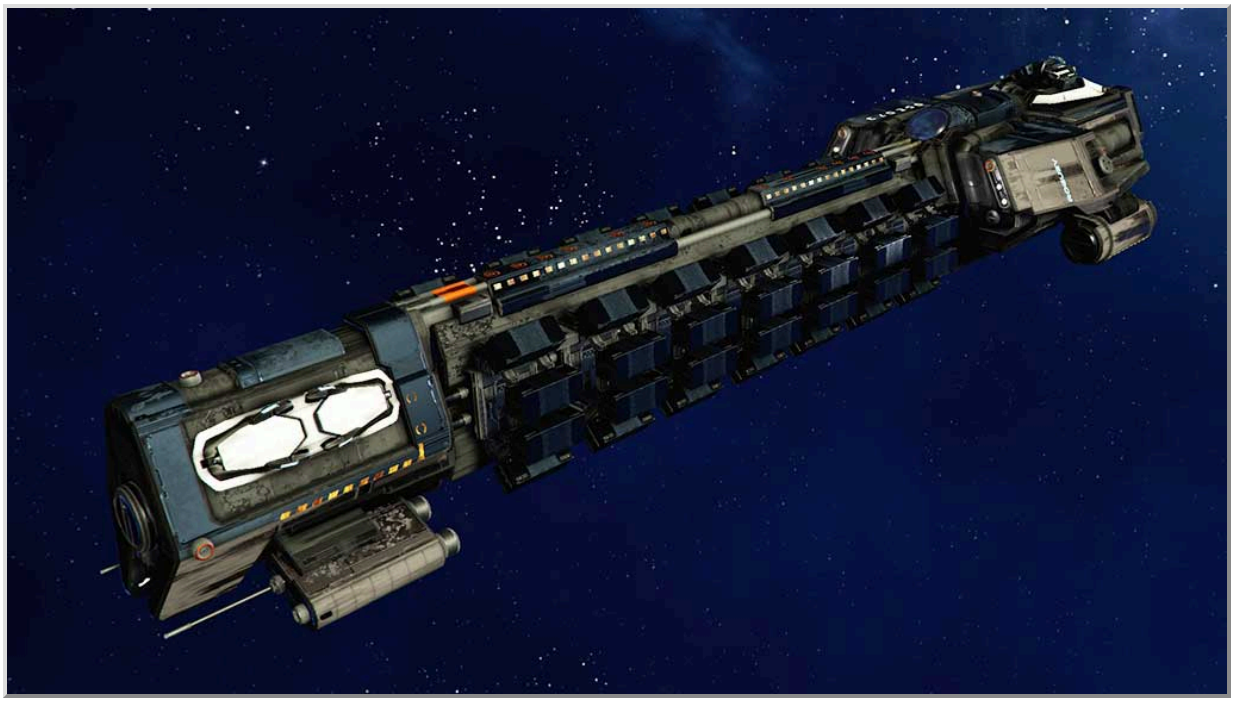
Unused
Viper



Unused.

Transporter
Vulture

Teladi
Alliance of the Word (Vanguard)
Ministry of Finance (Sentinel)
Teladi Company (Vanguard)



The Teladi Vulture medium freighter, while generally unassuming, remains a popular choice for independent traders in particular. It has excellent cargo capacity, more than making up for its lack of speed, on an analysis of trade route profitability.

Sentinel Variant

The Sentinel variant has perhaps the largest cargo space of any medium freighter, meriting consideration from any mogul seeking to optimise profits.

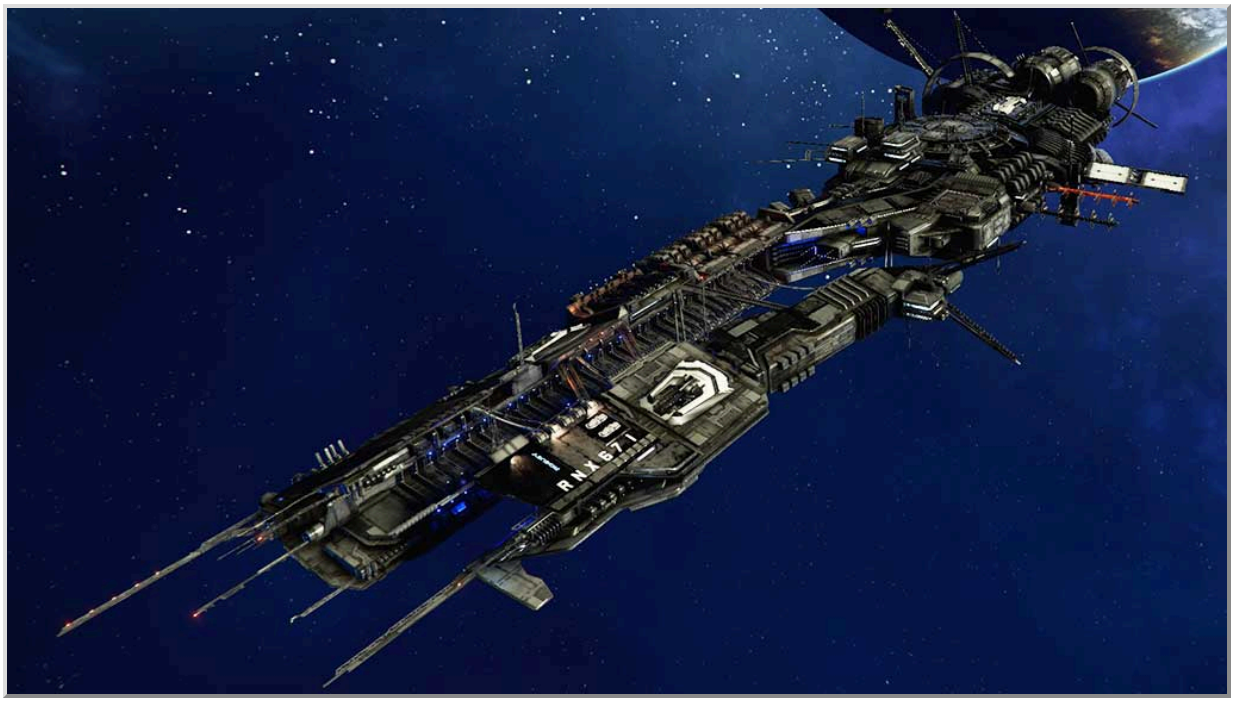
Vanguard Variant

The Vanguard model increases speed marginally, however, this comes with a reduction in cargo space.

Large

Scavenger
Barbarossa

Argon
Vigor Syndicate



The Dark left the Windfall system not only isolated, but also ill-equipped for ship building, since it lacked both a wharf and capable engineers. For nearly four decades, the inhabitants largely had to make do with an aging fleet of stranded ships that were taken by surprise by the Jump Gate shutdown. The few remaining engineers in the system were mainly occupied with maintenance, but experimented when they could with custom ship

designs. They slowly learned the craft, and became creative with the resources they had to hand. Most of their custom creations were built from repurposed luxury mass traffic vehicles, spare engines disassembled from the leftover fleet, and various parts from scrapped ships that were beyond repair. It was only in 821 (NT), after the Jump Gate to Avarice opened, that a proper supply of resources allowed the engineers to finally abandon their custom creations and develop blueprints for mass production. Arguably, those blueprints still bear the hallmarks of the haphazard designs of the past.

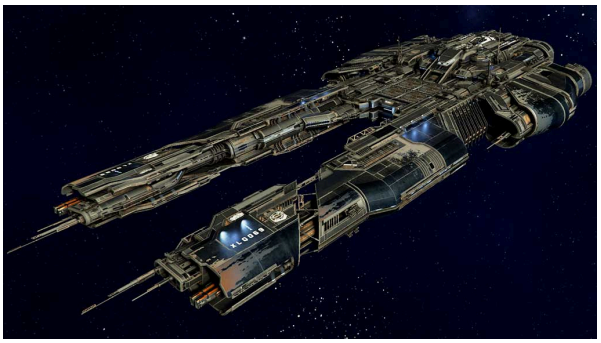
With the reconnection of the Jump Gate between Avarice and Windfall in 821 (NT), a new vital, and highly contested, trade route opened. The first ships to transport food to Avarice, and building materials to Windfall, were mostly ancient relics from before the Dark. These ships were quickly left inoperable by the actions of pirates, and were replaced by the Raleigh, a courier developed at the Aurora Casino. Soon afterwards, the Alliance of the Word's Wharf began operations, and started producing Commonwealth transporters. It took the Solid Ice Union, a worker conglomerate of ice miners, until 823 (NT) to complete development of their own freighter, the Barbarossa. With its high speed and decent number of turrets, Solid Ice Union captains in their freighters would soon come to dominate the trade between Windfall and Avarice, fending off piracy and even attacking other freighters to fill up their own cargo holds.

After designing the Barbarossa, Solid Ice Union engineers attempted to develop a destroyer, but lacked the required knowledge to design its weapon systems. These attempts were cut short by a moratorium imposed by the Syndicate, who distrusted the already well-armed Solid Ice Union, and threatened a civil war should they attempt to militarise further.

Destroyer
Behemoth

Argon
Antigone Republic (Sentinel, E)
Argon Federation (Vanguard, E)
Hatikvah Free League (Vanguard)

Sentinel
Vanguard



E

The original design of the Behemoth-class destroyer was put into development mid-way through the Kha'ak conflict, during which the Titan-class was beginning to show its age and inefficiencies. At first too expensive for a crippled Argon economy, then too complex to produce quickly during the Terran Conflict, the first Behemoth did not ship out until long after that war had ended, and the Jump Gates had begun to catastrophically fail. It was only when Argon Prime and Black Hole Sun came back into contact that the Behemoth could be rolled out more frequently.

Freighter
Buffalo

Split
Free Families
Zyarth Patriarchy

The Split Buffalo is admittedly unattractive. But with a useful turn of speed, and a large turret emplacement, this ugly freighter can survive more hazards than most.

Sentinel Variant
Unused

The Buffalo's Sentinel variant might also withstand a few hits.

Vanguard Variant
Unused

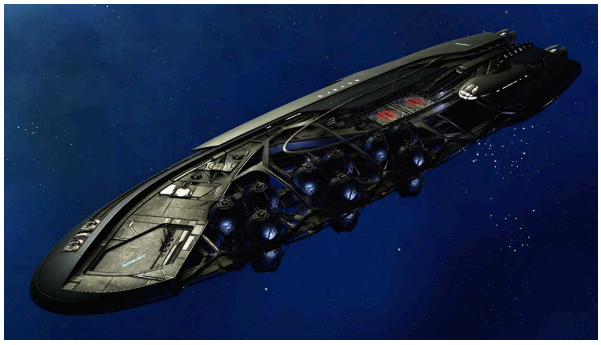
The Vanguard model is particularly well-suited to long-haul routes.

Miner
Chthonios

Paranid
Godrealm of the Paranid
(Vanguard, E)
Holy Order of the Pontifex
(Sentinel, E)

Gas

Mineral



E Gas

E Mineral

The Chthonios miner boasts impressive speed. The economics of running a large production empire require the optimisation of miners' speed versus cargo space. With sufficient speed, a constant stream of smaller deliveries of resources can keep mega-factories running more efficiently than if they are left waiting for larger shipments.

Sentinel Variants

The Chthonios is tailored for just this style of "just-in-time" logistics management, and is available in models able to collect gases or minerals. The Sentinel variant enhances structural robustness in case miners encounter hostiles.

Vanguard Variants

The Chthonios is tailored for just this style of "just-in-time" logistics management, and is available in models able to collect gases or minerals. The Vanguard variant adds even more speed.

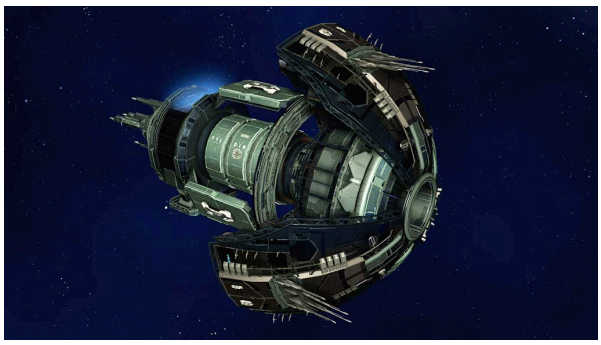
E Variants

The Chthonios is tailored for just this style of "just-in-time" logistics management, and is available in models able to collect gases or minerals.

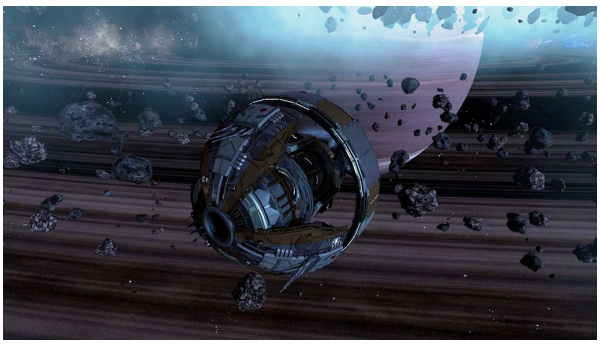
The E-model variation was introduced at a later date, and updated the superficial design to bring it up to par with Commonwealth standards that were established during the period of disconnection. The precursor version is slowly being phased out, but will remain available for interested third parties.

Miner
Crane

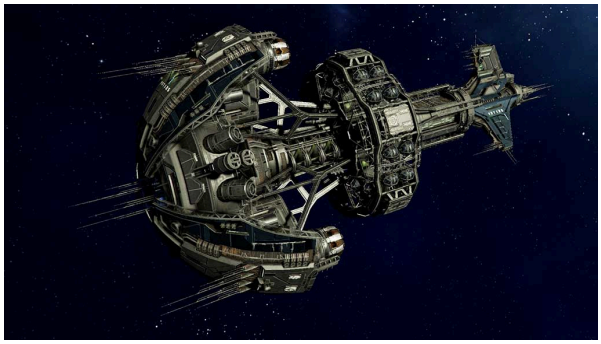
Teladi
Ministry of Finance (Sentinel, E)
Teladi Company (Vanguard, E)



Gas



Mineral



E Gas

E Mineral

The Teladi Crane is a large miner with truly impressive load carrying capacity. Fulfilling a major part of Teladi primary resource acquisition, the Crane is available in models optimised for either mineral or gas collection.

Sentinel Variants

The Sentinel variant enhances the Crane's cargo hold even further, though pilots should be aware that this may make them an attractive proposition for pirates.

Vanguard Variants

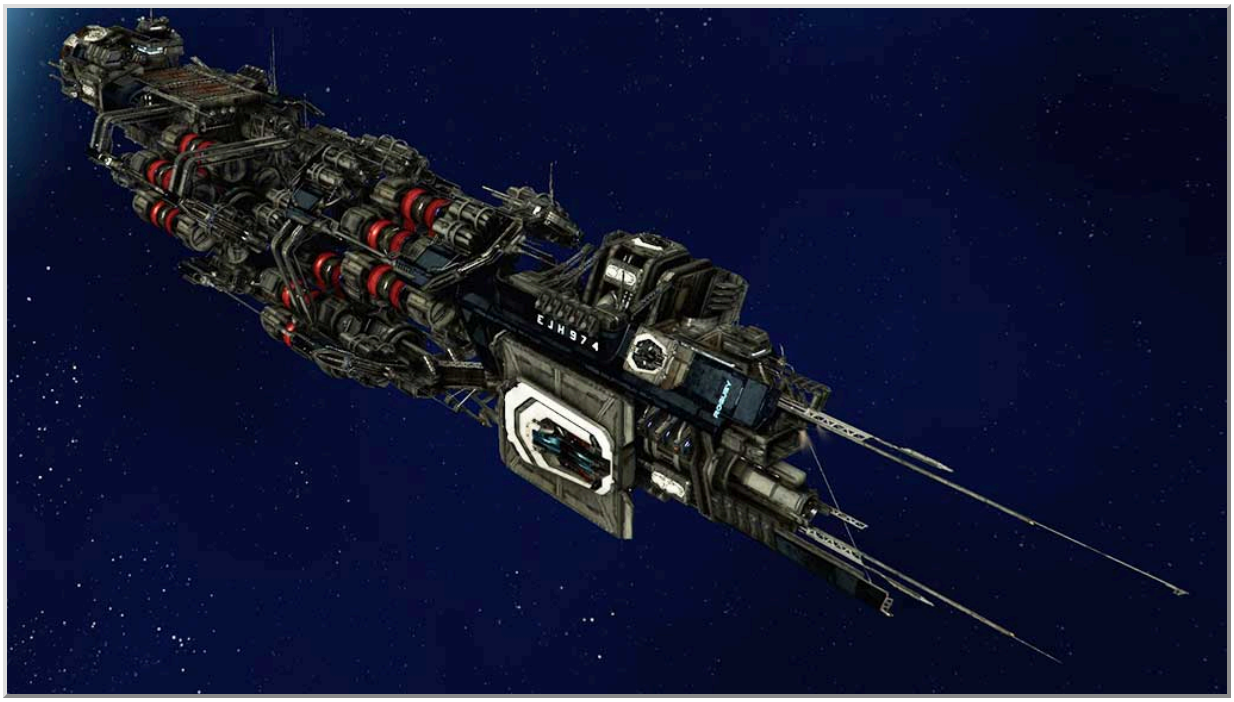
The Vanguard variant enhances the Crane's speed, which may benefit entrepreneurs who are mining resources far from where they are required.

E Variants

The E-model variation was introduced at a later date, and updated the superficial design to bring it up to par with Commonwealth standards that were established during the period of disconnection. The precursor version is slowly being phased out, but will remain available for interested third parties.

Miner
Donia

Argon
Vigor Syndicate



The Dark left the Windfall system not only isolated, but also ill-equipped for ship building, since it lacked both a wharf and capable engineers. For nearly four decades, the inhabitants largely had to make do with an aging fleet of stranded ships that were taken by surprise by the Jump Gate shutdown. The few remaining engineers in the system were mainly occupied with maintenance, but experimented when they could with custom ship designs. They slowly learned the craft, and became creative with the resources they had to hand. Most of their custom creations were built from repurposed luxury mass traffic vehicles, spare engines disassembled from the leftover fleet, and various parts from scrapped ships that were beyond repair. It was only in 821 (NT), after the Jump Gate to Avarice opened, that a proper supply of

resources allowed the engineers to finally abandon their custom creations and develop blueprints for mass production. Arguably, those blueprints still bear the hallmarks of the haphazard designs of the past.

When the Jump Gates between Avarice and Windfall connected in 821 (NT), the ice miners of Windfall, known as the Solid Ice Union, were already a dominant force in the system. For decades they had worked together to maintain an aging fleet of ice miners, of various Commonwealth designs, which were left stranded during the Dark. With a monopoly on food production and ice mining, it was imperative that they incorporated all capital ships in the system into their fleets, whether as working vessels or by scrapping them for parts. After the connection, they were the only faction in Windfall still capable of making full use of capital ships, and were unwavering in defending their mining rights against any newcomers.

Once the steady supply of resources from Avarice allowed the mass production of ships to restart, the Solid Ice Union began construction of a shipyard. At the same time, they started development of their own ice miner, the Donia. They drew on their experience with a broad range of ice miners, and their intricate knowledge of the strengths and weaknesses of now-dated Commonwealth designs. The result, introduced in 824 (NT), was a sturdy low-maintenance miner capable of fending off half-hearted boarding attempts, and it would soon replace their barely operable and outdated Commonwealth fleet.

Carrier
Guppy

Boron
Queendom of Boron

The Guppy light carrier was the first carrier Atreus Shipbuilding Currents developed. While development started during the end of the Atreus Era, it carried over into, and was completed during, the Menelaus Era. After six years of development, and a major budget increase, the first Guppy departed from the Ocean of Fantasy Shipyard in 790 (NT) to serve the Boron Royal Navy.

Menelaus Era ships were built between 785 (NT) and 798 (NT) as a second wave of more autonomous ships in preparation for the Jump Gate shutdowns. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The new Menelaus cabinet allowed corporations, working under a government contract, access to various classified technological advancements

made by Royal Boron Military Defence research facilities. The ships designed with those technologies are less sturdy than the first wave of Atreus Era ships, but more manoeuvrable.

Carrier **H**	**Xenon**

Once, the H stood as the pinnacle of Terraformer technology, and was used for all terraforming projects, utilising its seismic guns to quickly alter terrain. In its new role, it functions primarily as a fast-strike drone carrier, able to punch through enemy defences with its powerful weaponry, quickly driving into their midst and unleashing its host of drones.

Freighter
Helios

Paranid
Godrealm of the Paranid
(Vanguard, E)
Holy Order of the Pontifex
(Sentinel, E)

Sentinel
Vanguard

E

The reasonably fast Helios freighter is a staple of Paranid logistics operations. While it cannot be said to be best-in-class on any single performance metric, it remains a sound choice overall.

The enduring popularity of this heavy freighter is believed to be founded on its sleek lines and attractive profile. Freighter captains are no rock stars, but the Helios does turn heads. It is not uncommon for youngsters to seek out berthing Helios vessels, begging for a ship tour.

Sentinel Variant

The additional cargo space offered by the Helios Sentinel improves long term trading efficiency.

Vanguard Variant

The Vanguard model is the fastest ship in the Helios line.

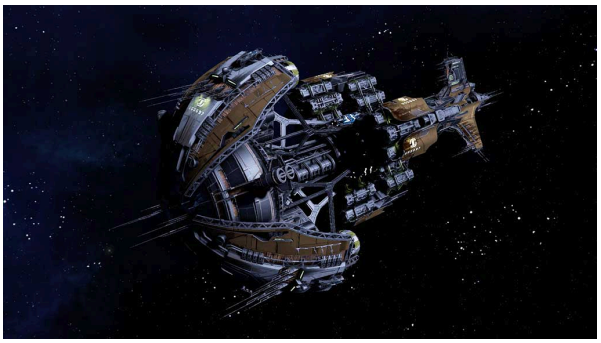
E Variant

The E-model variation was introduced at a later date, and updated the superficial design to bring it up to par with Commonwealth standards that were established during the period of disconnection. The precursor version is slowly being phased out, but will remain available for interested third parties.

Freighter
Heron

Teladi
Ministry of Finance (Sentinel, E)
Teladi Company (Vanguard, E)

Sentinel
Vanguard



E

The Teladi Company's Heron is a large freighter. It is noted for its somewhat relaxed pace, which is in keeping with mainstream Teladi design values.

Sentinel Variant

The Sentinel model is popular in military academies for use in remedial target practice.

Vanguard Variant

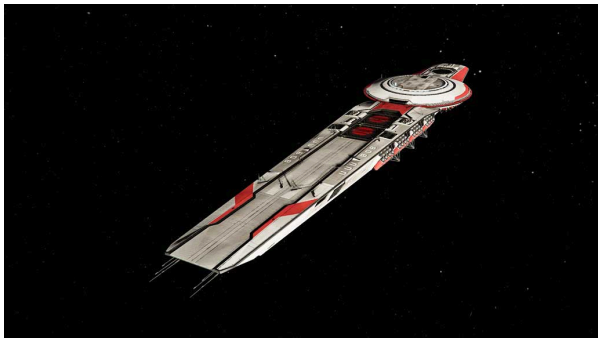
The Vanguard model marginally improves the Heron's speed, but the vessel remains unsuited to express delivery.

E Variant

The E-model variation was introduced at a later date, and updated the superficial design to bring it up to par with Commonwealth standards that were established during the period of disconnection. The precursor version is slowly being phased out, but will remain available for interested third parties.

Miner
Hokkaido

Terran
Terran Protectorate
Segaris Pioneers



Gas

Mineral

The L-sized Hokkaido mining ship comes in two variants, providing support for both natural gas collection and asteroid mineral mining. With the founding of the Pioneer Initiative, this design really came into its own, and has since been widely adopted by the Segaris Pioneers. On the back of the Pioneers' expansion, this ship model has made its way deeper into the Jump Gate network, and has become a common sight in a variety of areas.

Expeditionary
Hyperion

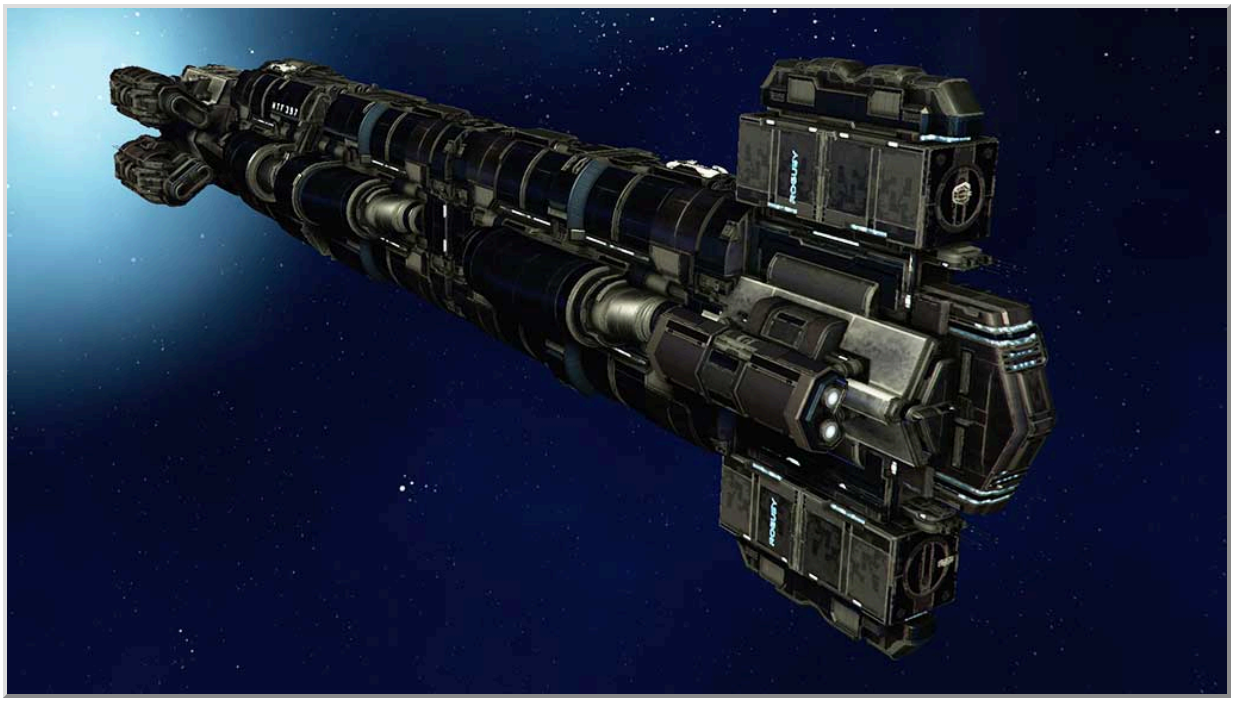
Paranid
Holy Order of the Pontifex
Godrealm of the Paranid

Once owned by the Pontifex Maximus Paranidia of the Godrealm's first incarnation, this proud ship's sacred name was "Trinity" - or "Hyperion" according to Argon naming conventions. Although just a research prototype, its owner and commanders liked to think of it as a galleon, a warship of the holy Armada. Its capabilities in close range combat and manoeuvrability exceeded that of most other ships of its type, and still do to this day. When the research programme was cancelled, the sole prototype remained in service until it disappeared around the time of the Fall of the Gates while on a diplomatic mission. Although its crew was rescued from a swarm of escape pods, the whereabouts of the ship itself and its last

commander, Lord Chaplain Olmancketslat, could never be established.

Freighter
Incarcatura

Argon
Antigone Republic (Sentinel)
Argon Federation (Vanguard)



Designed and produced as part of the push to revitalise the Argon economy after the Jump Gate realignment, the relatively new Incarcatura has become a popular alternative to the Veles and Mokosi design. Though there have been some concerns as to its length, that it might caught flight problems, most experts are willing to overlook these problems due to its cargo efficiency.

Miner
Magnetar

Argon
Antigone Republic (Sentinel)
Argon Federation (Vanguard)
Hatikvah Free League (Gas Vanguard)

Gas

Mineral

As the trend towards collecting natural resources with ships continued, the inefficiencies of the solution started to become clear. While a medium-sized ship had the advantage of moving quickly through mineral and gas regions, their cargo bays were simply not big enough for industrial-scale mining to be lucrative.

Naturally, the Teladi stepped in to design L-sized resource collectors that could solve that problem, and the Magnetar is the Argon response to these ships; a standardised model that can be built in two variants, allowing it to support both asteroid mining and natural gas collection.

Freighter
Mokosi

Argon
Antigone Republic (Sentinel)
Argon Federation (Vanguard)

When Argon Federation ship designers received the blue-prints for the Veles, it was immediately recognisable as a highly modular ship, and so they began work straight away on different variations that could provide more variety and competition in a ship class that was both needed and popular throughout Argon space.

One of the first ships to come from this process was the Mokosi, designed in Black Hole Sun. Though it uses the same base chassis as the Veles, a different container configuration and tweaks to several internal systems to adapt have created a fine addition to the Argon merchant fleet.

Destroyer
Odysseus

Paranid
Holy Order of the Pontifex (Sentinel, E)
Godrealm of the Paranid (Vanguard, E)
Alliance of the Word (E)

Sentinel
Vanguard

E

The Paranid Odysseus is a highly regarded destroyer with an often consequential presence in large scale engagements.

Sentinel Variant

The latest version's architect is the notoriously sensitive Olmanckabssit, who is reputed to fly into a rage at the slightest mention of the vessel's resemblance to a hair dryer.

The Sentinel model boasts greater resilience.

Vanguard Variant

The latest version's architect is the notoriously sensitive Olmanckabssit, who is reputed to fly into a rage at the slightest mention of the vessel's resemblance to a hair dryer.

The Odysseus Vanguard has enhanced speed.

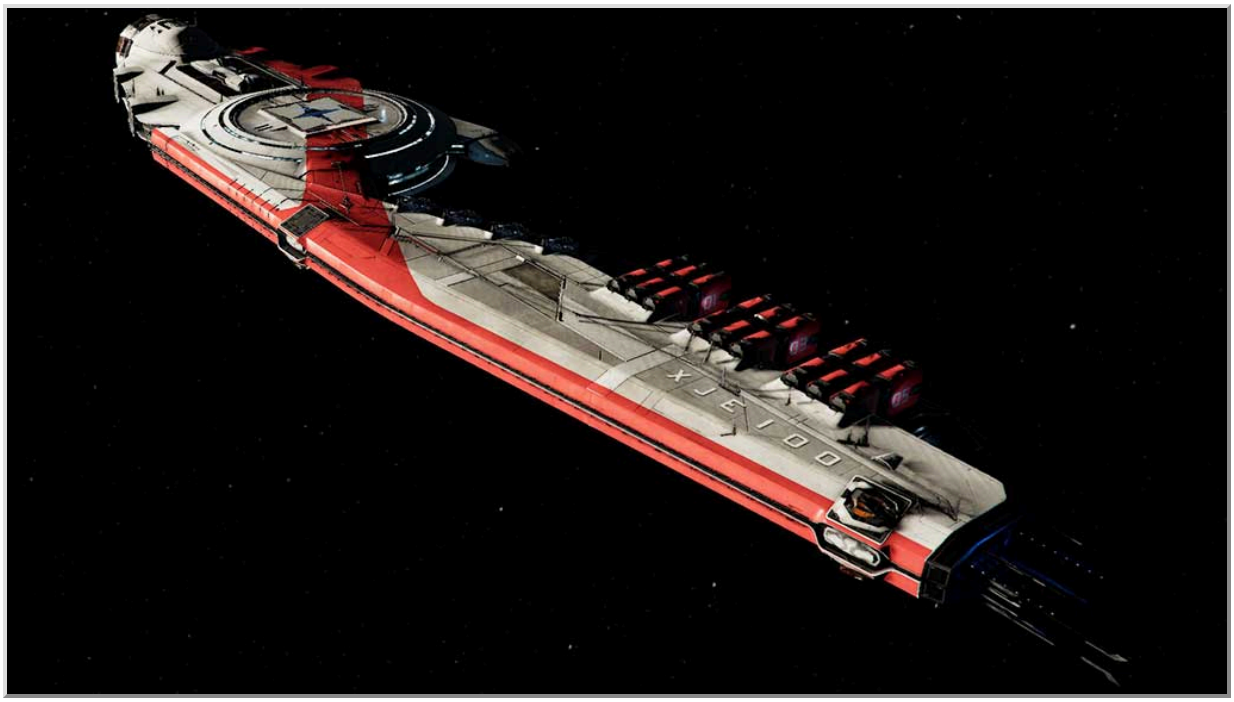
E Variant

The E-model variation was introduced at a later date, and updated the superficial design to bring it up to par with Commonwealth standards that were established during the period of disconnection. The precursor version is slowly being phased out, but will remain available for interested third parties.

The Odysseus E-model prioritises hardpoints, however, it suffers from reduced storage capacity as a consequence.

Freighter
Okinawa

Terran
Terran Protectorate
Segaris Pioneers



This comparatively lightweight freighter became the de-facto standard option for trading among Sol's citizens during the Jump Gate shutdown. The time during which the model was initially developed was an unusually peaceful period in Terran history, so the first models did not include significant defensive capabilities or particularly impressive hull reinforcement. Newer iterations, however, have since added an array of turrets along its flanks to discourage the more belligerent inhabitants of the Gate network.

Research Variant
Unused

The research variant of this vessel is believed to house specialised particle detection arrays for the study of environmental quantum fluctuations.

Destroyer
Osaka

Terran
Terran Protectorate
Segaris Pioneers

This state of the art version of the Osaka-class destroyer is the result of meticulously redesigning and overhauling its predecessor model. The design retained the two-pronged front bow of the older ship, while adopting an elongated rear section more typical of contemporary Terran designs.

Destroyer-class ships usually play an important role in engaging large enemy targets, while also serving as an anchor point for larger

fleet movement. The Terran Protectorate's Osaka, however, specialises only in the first of these two roles, leaving coordination duties to the fleet's carriers and battleships.

Freighter
Pelican

Teladi
Ministry of Finance (Sentinel)
Teladi Company (Vanguard)

The Teladi Pelican is notable for its mediocrity as a freighter. It has taken to the level of an art form the capacity to be neither outstandingly good nor bad on any single metric. The single greatest mystery is why Teladi traders themselves use this ship, when there are many other more profitable options available.

Sentinel Variant

Recognising the commercial weakness of the Pelican, the Sentinel model boasts increased cargo space, improving the ship's overall trade run profitability.

Vanguard Variant

The Vanguard model's increased speed manages to make the vessel even less profitable due to a reduction in cargo space.

Destroyer
Phoenix

Teladi
Ministry of Finance (Sentinel, E)
Teladi Company (Vanguard, E)

Sentinel
Vanguard

E

When the Teladi Company commissioned a redesign of the Phoenix destroyer, their goal wasn't to create an all-conquering superweapon. Instead, their focus was to build a robust capital ship able to withstand the rigours of battle long enough for reinforcements to arrive.

In this regard, commanders concede that, as a defensive platform, the designers succeeded. The Phoenix is built on a steadfast chassis. The designers are said to be particularly proud of an intelligently dispersed engine placement, where the previous model's cluster resembled an enticing invitation for torpedo targeting.

Sentinel Variant

The increased resilience afforded by the Sentinel model comes with a reduction in speed and agility that has caused some pilots to refer to the vessel as an asteroid with guns.

Vanguard Variant

The Vanguard model marginally negates the Phoenix's lack of speed and agility.

E Variant

The E-model variation was introduced at a later date, and updated the superficial design to bring it up to par with Commonwealth standards that were established during the period of disconnection. The precursor version is slowly being phased out, but will remain available for interested third parties.

Destroyer
Rattlesnake

Split
Free Families
Zyarth Patriarchy

For sheer firepower, the Split Rattlesnake is eye-watering. This is the ideal ship choice for pilots whose preferred battle technique is shock-and-awe.

Sentinel Variant

Unused

The Sentinel variant of the Rattlesnake provides pilots with the resilience required for a toe-to-toe slugfest, should one arise.

Vanguard Variant

Unused

The Vanguard model makes the Rattlesnake a very fast-moving weapons platform.

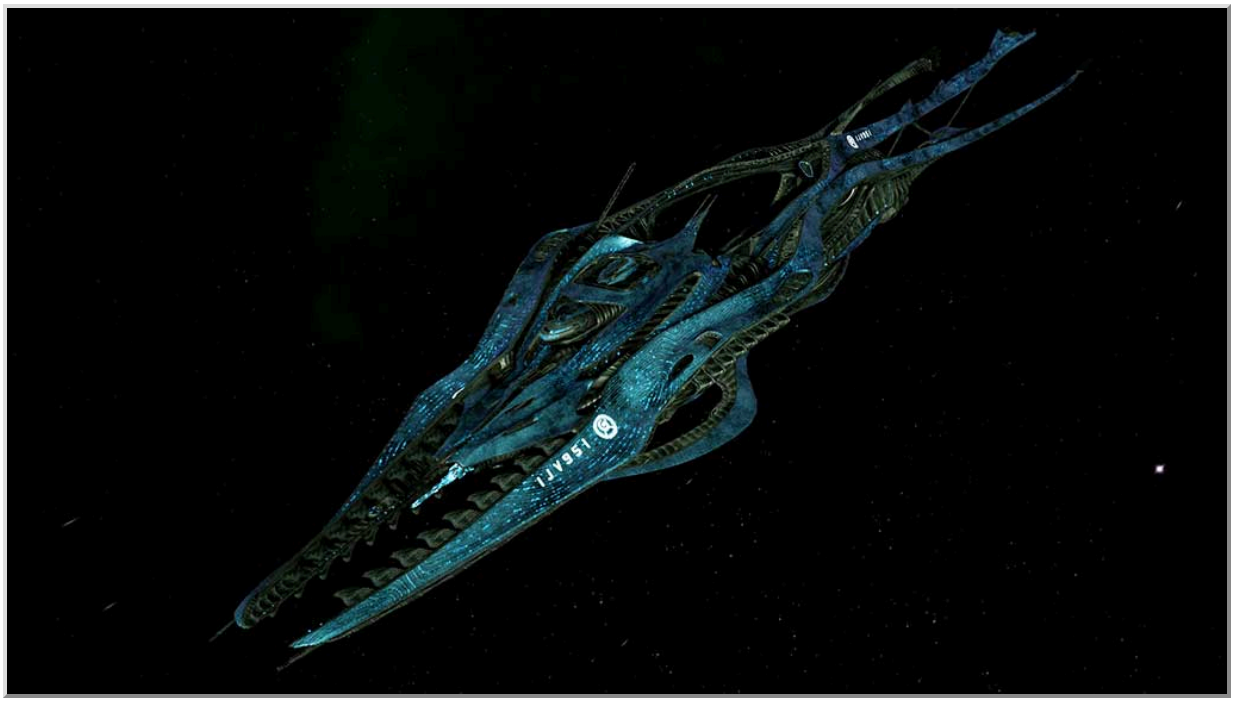
Destroyer
Ravager

Kha'ak

While once little more than a rumour, sightings of Ravagers are becoming increasingly more frequent. Little is known about this ship class. However, thanks to its deadly primary weapon, it is able to deal massive amounts of damage to any that come across it. As the command hierarchy of the Kha'ak is pretty much impossible to discern, it is unknown precisely how the Ravager functions within the overall Kha'ak structure, but it is generally agreed that it appears to be acting as a capital ship.

Destroyer
Ray

Boron
Queendom of Boron



With the Ray destroyer, Eleius Astrosecurity developed their largest and last Menelaus Era ship. The first Ray departed in 798 (NT) from the Depths of Silence Shipyard. Soon after entering service the ship's iconic frame became associated with the Royal Boron Navy. The Ray was deployed on major battlefields against both Split and Xenon fleets, where it proved itself to be a reliable and effective destroyer.

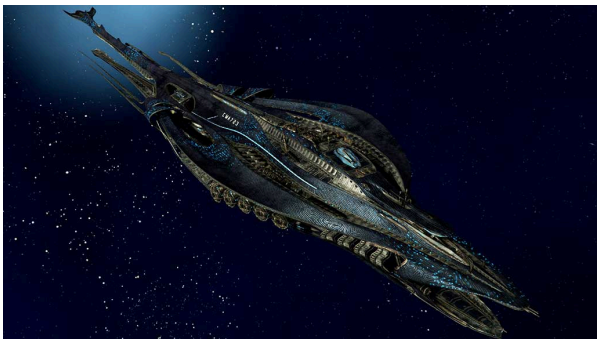
Menelaus Era ships were built between 785 (NT) and 798 (NT) as a second wave of more autonomous ships in preparation for the Jump Gate shutdowns. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The new Menelaus cabinet allowed corporations, working under a government

contract, access to various classified technological advancements made by Royal Boron Military Defence research facilities. The ships designed with those technologies are less sturdy than the first wave of Atreus Era ships, but more manoeuvrable.

Miner
Rorqual

Boron
Queendom of Boron

Gas



Mineral

Developed by Deepwater Drilling Industries, the Rorqual turned out to be an ambitious project. After several setbacks, the company managed to release their first capital ship when the first Rorqual departed from the Kingdom End Shipyard in 793 (NT). The ship turned out to be barely serviceable and would require multiple overhauls. While Deepwater Drilling Industries managed to rectify all flaws with the design, and salvaged their reputation by recalling and updating ships that had already been sold, the disastrous release brought the company to the brink of bankruptcy.

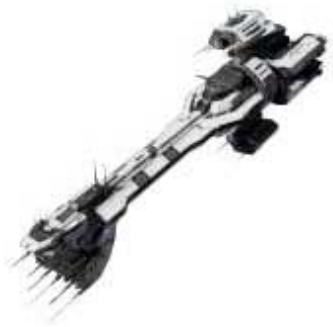
Menelaus Era ships were built between 785 (NT) and 798 (NT) as a second wave of more autonomous ships in preparation for the Jump

Gate shutdowns. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The new Menelaus cabinet allowed corporations, working under a government contract, access to various classified technological advancements made by Royal Boron Military Defence research facilities. The ships designed with those technologies are less sturdy than the first wave of Atreus Era ships, but more manoeuvrable.

Destroyer
Sapporo

Terran
Terran Protectorate

The Sapporo class was created as a non-combatant exploration vessel to be used to scout out new locations for the Terran to colonise. As the Terraformer conflict ramped up, the Sapporo was quickly redesigned to perform as a mobile command and control centre, able to oversee larger battles and provide a powerful pivot point for any battle. It still maintains several features of its originally planned role, such as its high speed and manoeuvrability.



Freighter
Selene

Paranid
Godrealm of the Paranid (Vanguard)
Holy Order of the Pontifex (Sentinel)

The Paranid Selene is a modest heavy freighter lacking notable characteristics. If traders wish to move things, it does so without fanfare.

Sentinel Variant

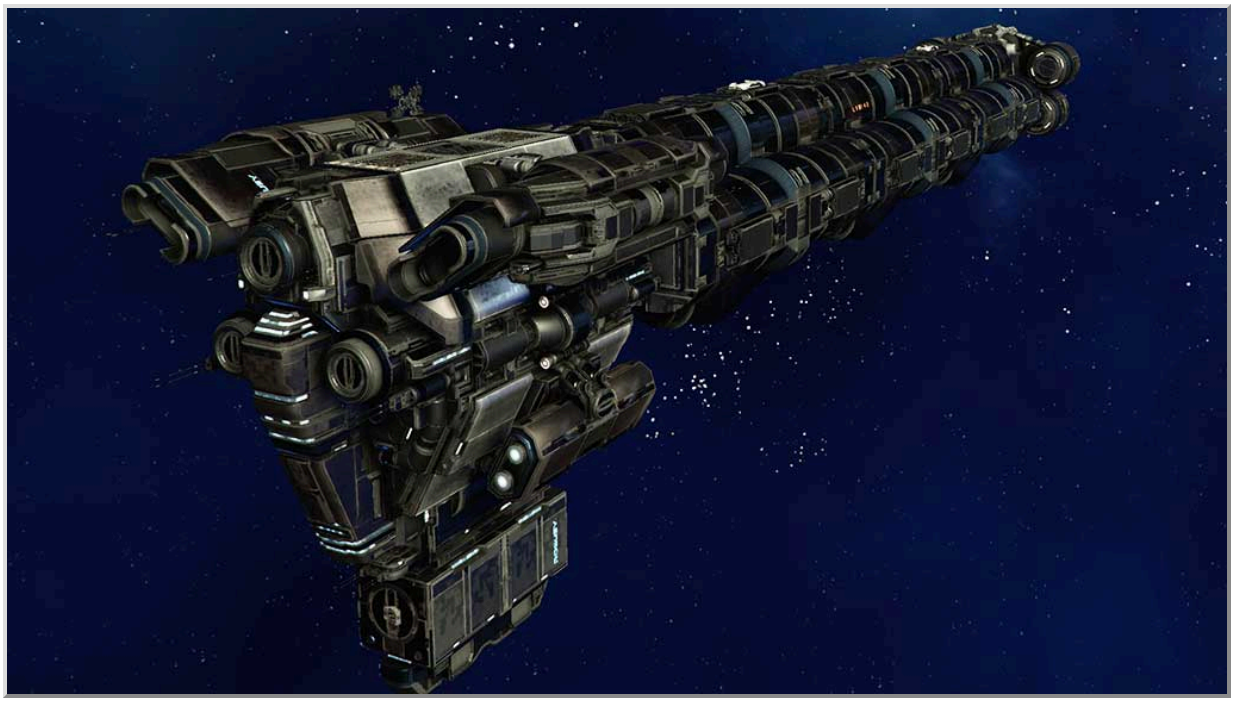
The Sentinel model raises the logistical performance of the Selene to levels that are generally considered to be adequate.

Vanguard Variant

The Vanguard model was developed in an attempt to inspire some excitement around the Selene. Most commentators agree that this failed.

Freighter
Shuyaku

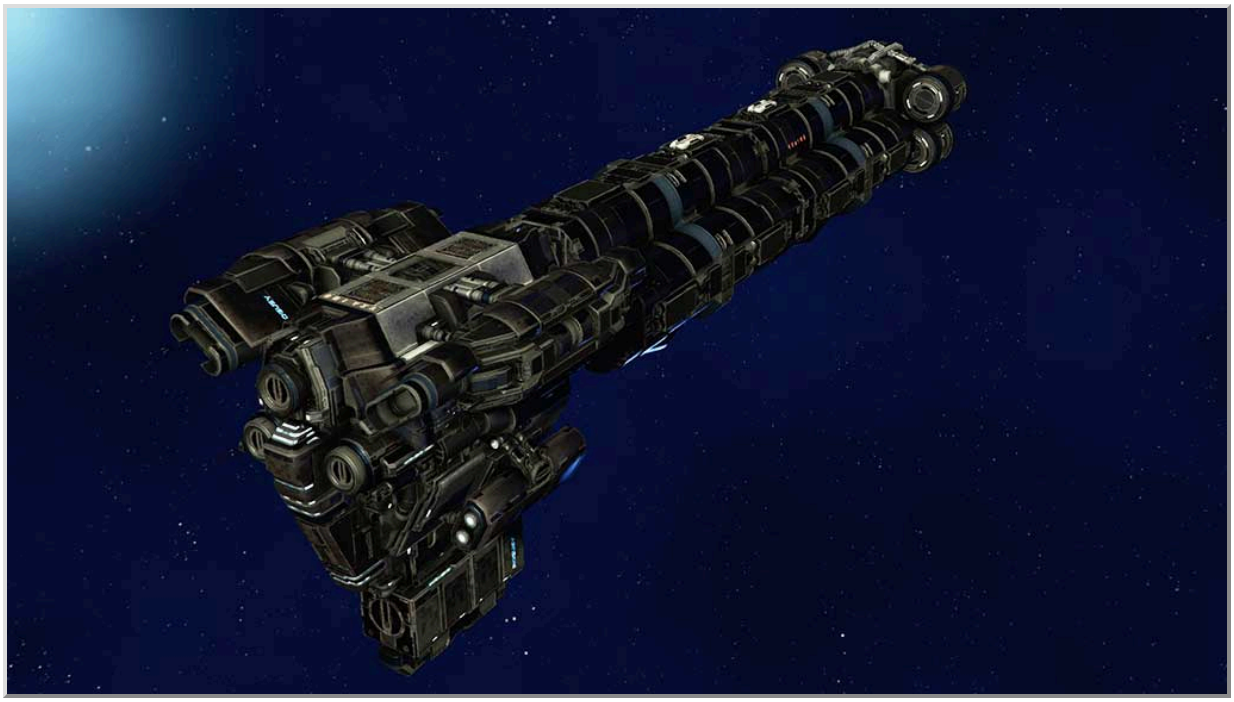
Argon
Antigone Republic (Sentinel)
Argon Federation (Vanguard)



Designed in parallel to the Incarcatura, as part of the push to rejuvenate the Argon economy, the Shuyaku-class freighter is a Sonra variant, extending the Terracorp-designed freighter's cargo bay at the cost of some manoeuvrability. The Shuyaku also marks the Hatikvah Free League's first contribution to the Argon merchant fleet, meant as an offering of good will to both the Federation and the Republic, to show that the Free League was also taking the rebuilding effort seriously.

Freighter
Sonra

Argon
Antigone Republic (Sentinel)
Argon Federation (Vanguard)



Though the Sonra-class freighter was initially designed by Terracorp after the Terran Conflict, the status of development was lost with contact to Home of Light. Quite by chance, project designers were trapped in Black Hole Sun during the Jump Gate shutdown, and were able to get the blueprints of the finished ship to the Argon Federation and Antigone Republic when contact with Argon Prime and Antigone Memorial was re-established.

Freighter
Sturgeon

Boron
Queendom of Boron

Stellar Shores Shipping was founded in 785 (NT) by graduates of the Royal Academy of Space Engineering. The former students brought with them their engineering experience, from working with Atreus Shipbuilding Currents on the smaller Dolphin transporter, but underestimated the difficulties of founding and running a new company. Various setbacks and delays lead to the company publicly accusing competitors of sabotage, as a project failure would lead to a retraction and reassignment of the government contract. Ultimately the company pulled itself together, and with its departure from the Great Reef Shipyard, the Sturgeon saw its successful release in 794 (NT).

Menelaus Era ships were built between 785 (NT) and 798 (NT) as a second wave of more autonomous ships in preparation for the Jump Gate shutdowns. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The new Menelaus cabinet allowed corporations, working under a government contract, access to various classified technological advancements made by Royal Boron Military Defence research facilities. The ships designed with those technologies are less sturdy than the first wave of Atreus Era ships, but more manoeuvrable.

Destroyer
Syn

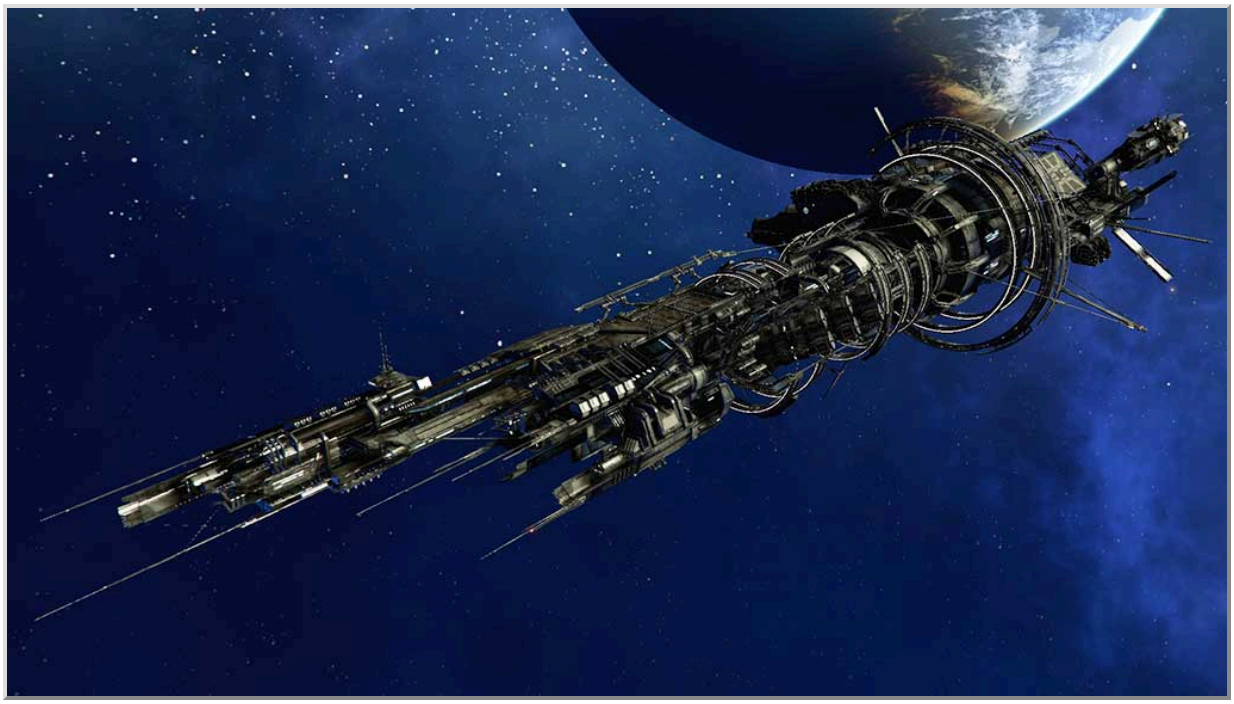
Terran
Terran Protectorate

The Syn-class destroyer is a remnant of the AGI Task Force fleet. With its three front-facing weapons, it was designed to take on large, slow targets. While most other ATF ships were systematically decommissioned and replaced by the Terran Protectorate, the Syn, due to its specialised nature, was absorbed into the Protectorate's military. While the Terran Protectorate developed their own

destroyer-class ship, the Osaka, they saw sufficient military value in operating two distinct lines of destroyers side by side.

Compactor
Teuta

Argon
Riptide Rakers



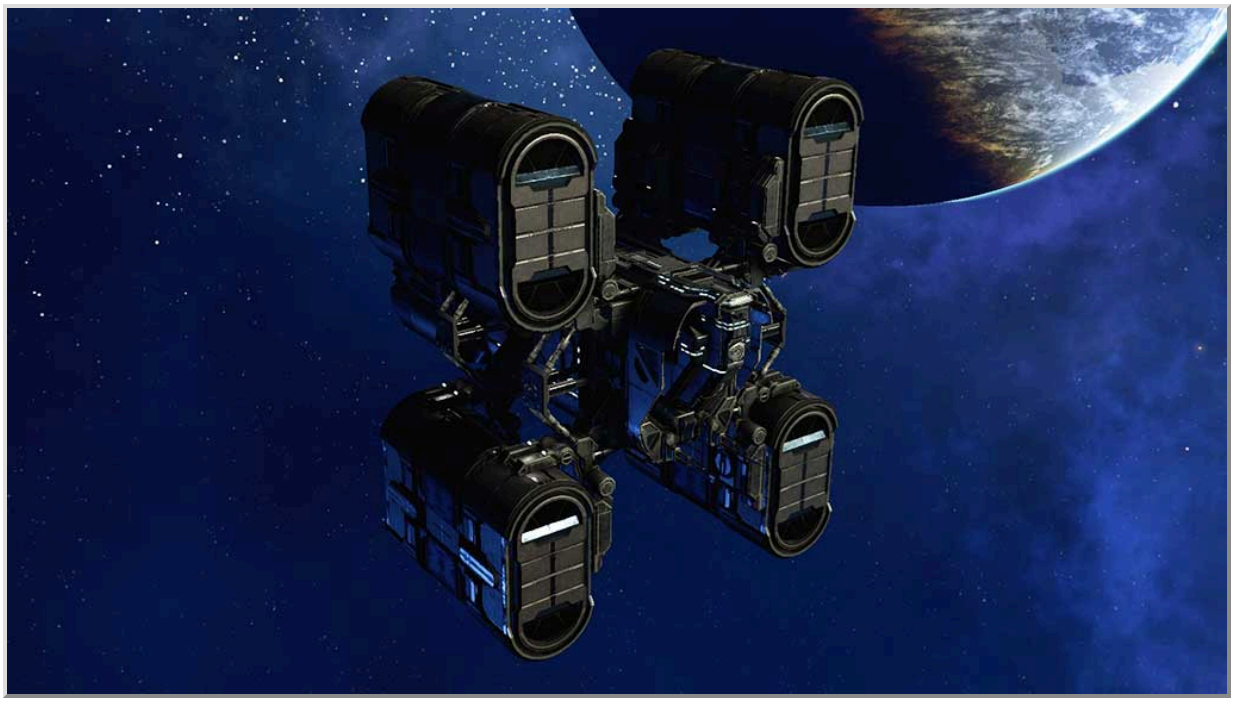
With the advent of the Dark, Avarice was forced to rely on a fleet of stranded ships that had been taken by surprise by the Jump Gate shutdown. Despite the almost immediate collapse of the Avarice company, capable scientists and engineers soon took it upon themselves to stabilise the system and work towards sustainability. They first established a functioning wharf for repairs and replacement, and conducted early experiments into developing a

recycling economy in anticipation of dwindling resources within the system. The regeneration of this post-shutdown economy was quickly curtailed by the first Tides, which destroyed most stations and ships in the system in 800 (NT). However, a side-effect of the destructive solar event was the greatly increased energy output from solar panels, which allowed for a paradigm shift. The new Rakers economy emerging from Tidebreak, at the time the only station in Avarice, took advantage of this new abundance of energy. This, along with the use of local wrecks, enabled the rebuilding of a new, sustainable, closed-loop economy based on recycling, allowing them to further improve on previous ship and station module designs. Resettlement of Avarice began in 818 (NT), when the Northriver Company introduced Protectyon and the associated Protectyon Shield Generators to safeguard stations from the Tide. A few years later, in 825 (NT), the reconnection of Windfall gave the long-isolated Rakers the opportunity to trade with various Syndicate factions, but also exposed them to their piracy.

With the introduction of the large scale recycling economy required for the resettlement of Avarice, Tidebreak's engineers were soon looking for ways to break down and reclaim resources from wrecks that were too big for Tug ships to tow, and for Scrap Processors to process. In 822 (NT) they introduced the first Compactor ship, the Teuta. Similar to capital mining ships, it seeks out resources and breaks them down, but instead of transporting them, it ejects Scrap Cubes to be transported away by Tug ships.

Freighter
Veles

Argon
Antigone Republic (Sentinel)
Argon Federation (Vanguard)

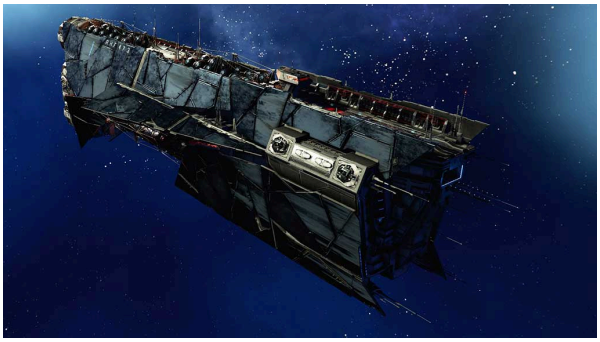


Designed and produced by the Antigone Republic after the Jump Gates began to realign, the Veles-class freighter is more compact and self-sufficient than any freighter-class ship before it; the reason why it became part of the on-going technology exchange between the Republic and their Argon Federation allies.

Built using a highly modular design, many ship designers have taken the base Veles model and reorganised it, as well as making their own changes to the internal systems, to sell an ever-growing number of variations on the ship. However, the Veles remains a popular choice among traders and station builders.

Miner
Wyvern (Gas)

Split
Free Families
Zyarth Patriarchy



Gas

Mineral

The Split Wyvern is a large resource-harvesting vessel, with the firepower necessary for more challenging environments.

Gas Variant

This model is fitted for gas mining.

Mineral Variant

This model is fitted for asteroid mining.

Sentinel Variant

Unused

The Sentinel variant is a helpful choice, in the event that miners encounter troublesome interruptions to their work.

Vanguard Variant

Unused

The Vanguard's additional speed facilitates the transport and trading of harvested resources.

Extra Large

Carrier **#beda (Unused)**	**Terraformer**

Registration: #beda
Last Seen: Unknown
Status: Unknown

Despite numerous reported encounters with this Terraformer ship, not enough data has been compiled to provide any significant insight for research or threat assessment.

Carrier
#dace

Terraformer

Registration: #dace
Last Seen: Moo-Kye's Revenge
Status: Deactivated

This Terraformer CPU ship was part of a large-scale battle during which it attacked Moo-Kye's Revenge. The Paranid defence fleet, under the command of Ulmanckabssit, managed to destroy the attacking force entirely, despite taking heavy losses. It has been noted that #dace employed a centralised command structure, and that its subordinates seemed to temporarily cease function upon the CPU ship's destruction. Experts have speculated that they may have been rebooting into a fallback standalone mode at this time. It is unknown whether this is a peculiarity of this specific Terraformer, or if this is in common with others, as there have not been enough occasions on which to observe Terraformers in this situation.
- Admiral Komatsu, 2938CE

Carrier
#fade (Unused)

Terraformer

Registration: #fade
Last Seen: Tharka's Cascade
Status: Unknown

Responsible for the attack on Family Tharka. No other information is known about this Terraformer.
- She t'Tn of Family Tharka, 2950CE

Builder
Albatross

Teladi
Ministry of Finance (Sentinel)
Teladi Company (Vanguard)

The Teladi Albatross is a giant, station-building ship. It is not a work of art, however, it functions well and provides the infrastructure for much of the Teladi growth economy.

Sentinel Variant

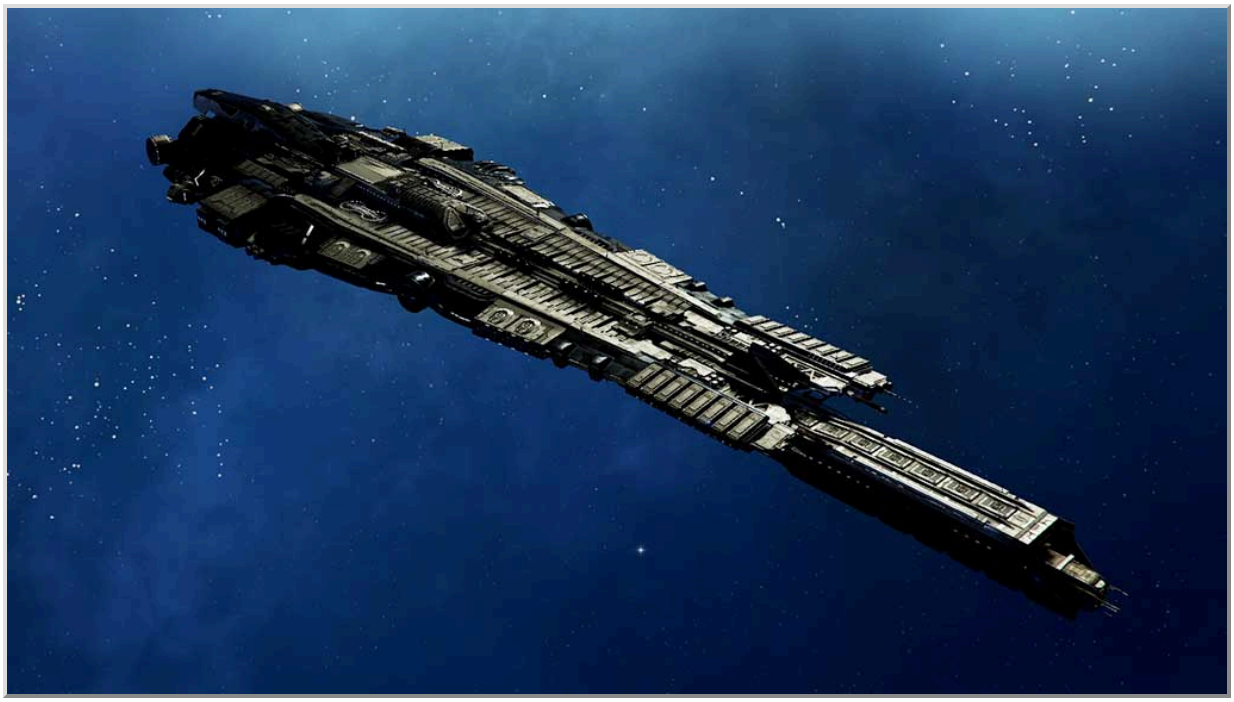
The Sentinel model has improved defensive capabilities, and may be a more suitable option when developing frontier regions.

Vanguard Variant

The Vanguard variant provides a little extra speed, for when a station needs to be placed in a hurry.

Battleship
Asgard

Terran
Terran Protectorate



The Asgard-class battleship was designed by the ATF to be a moving fortress, capable of taking on even the most monumental Xenon strongholds and capital ships. It is very slow, but also very powerful, and is especially noteworthy because of its unique forward-facing XL Main Battery. This weapon makes use of some unique technology that was specifically designed for the ATF, and is no longer available elsewhere. In terms of raw single-shot damage, it is currently the most powerful gun in the known universe.

This was the last ship class designed and produced by the ATF before the organisation was dissolved and its resources absorbed by the Terran Protectorate. Despite the change in administration, the

Asgard is still frequently used by the Terran Protectorate because its sheer firepower has yet to be surpassed.

Resupplier
Atlas

Paranid
Holy Order of the Pontifex (Sentinel, E)
Godrealm of the Paranid (Vanguard, E)

Sentinel
Vanguard

E

The Paranid Atlas is a large spaceship, specifically designed to repair and resupply fleets. This advanced vessel is equipped with cutting-edge robotics technology, and capacity for an ample supply of materials and resources. It can travel throughout space, effectively operating as a limited, but mobile, Equipment Dock.

Sentinel Variant

The Atlas Sentinel is a variant with a reinforced hull for increased durability and protection. The hardened structure allows the Atlas Sentinel to operate in more hazardous environments, and increase its longevity.

Vanguard Variant

The upgraded Atlas Vanguard is faster and more agile than its predecessor, supporting quicker and more efficient martial campaigns.

E Variant

The E-model variation was introduced at a later date, and updated the superficial design to bring it up to par with Commonwealth standards that were established during the period of disconnection. The precursor version is slowly being phased out, but will remain available for interested third parties.

Freighter
Colony Ship

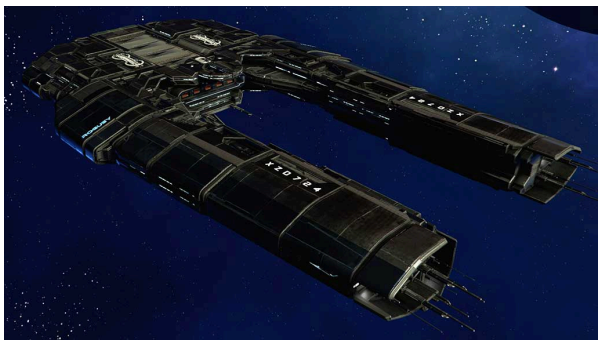
Split
Plot

Commissioned in the wake of escalating tensions between Family Tharka and Family Rhonkar, this colossal vessel represents a fusion of Split resourcefulness and determination in the face of adversity. Utilising their expertise in manufacturing and engineering, Family Tharka pooled what little resources they had remaining to construct this Colony Ship, a marvel of modular construction composed of repurposed space station components.

Upon completion, Family Tharka embarked on a journey to find a new territory in which to settle in. Many different hardships befell them before their odyssey was concluded, leading to the legacy of Tharka being found all across the known universe.

Carrier
Colossus

Argon
Argon Federation (Vanguard, E)
Antigone Republic (Sentinel, E)



Sentinel
Vanguard

E

The final ship shared with the Argon Federation by the Antigone Republic as part of their ongoing technology exchange, the new-look Colossus-class carrier was initially designed as such so that it didn't use much-needed resources that were sorely lacking in Antigone Memorial during the Jump Gate shutdown.

With an array of medium and small docks and launch tubes, the Antigone Colossus is a significant improvement on other Colossus models, able to deploy ships to the battlefield at a much higher rate and collect and store them far more efficiently, at the cost of some of its previous firepower.

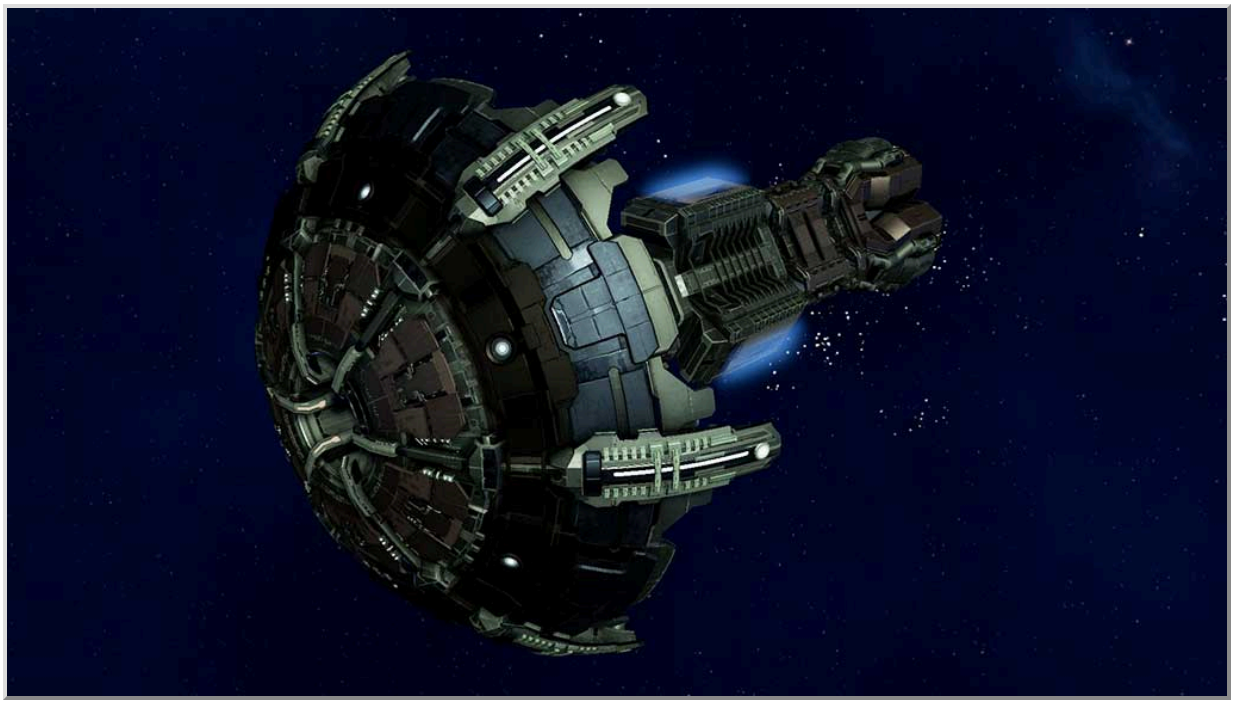
E Variant

The E-model variation was introduced at a later date, and updated the superficial design to bring it up to par with Commonwealth standards that were established during the period of disconnection.

The precursor version is slowly being phased out, but will remain available for interested third parties.

Carrier
Condor

Teladi
Ministry of Finance (Sentinel)
Teladi Company (Vanguard)



The Ministry of Finance commissioned the Condor to be the mainstay of a carrier fleet. While the ship borrows heavily from Split technology, its implementation could not result in a less "Split" vessel.

Sentinel Variant

Heavily reinforced, the Condor is capable of launching a battle fleet under heavy fire. The Sentinel variant braces the ship further, providing a daunting resilience to attack.

Vanguard Variant

Heavily reinforced, the Condor is capable of launching a battle fleet under heavy fire. The Vanguard variant provides additional speed, allowing the Condor to get into, and out of, difficult situations with a little more ease.

Builder
Elephant

Split
Free Families
Zyarth Patriarchy

The Split Elephant is a well-armoured station construction vessel, suited to developing sites in hazardous conditions. While undertaking building works, the Elephant can house a small fleet of building drones to facilitate its endeavours.

Sentinel Variant

Unused

The Sentinel variant provides a greater degree of resilience for those commanders who have reason to expect hostile contact.

Vanguard Variant
Unused

The Vanguard model is optimised for speed, enabling easier escape should hazards exceed the commander's appetite.

Battleship **Erlking**	**Argon** **Vigor Syndicate**

With the advent of the Dark, Avarice was forced to rely on a fleet of stranded ships that had been taken by surprise by the Jump Gate shutdown. Despite the almost immediate collapse of the Avarice company, capable scientists and engineers soon took it upon themselves to stabilise the system and work towards sustainability. They first established a functioning wharf for repairs and

replacement, and conducted early experiments into developing a recycling economy in anticipation of dwindling resources within the system. The regeneration of this post-shutdown economy was quickly curtailed by the first Tides, which destroyed most stations and ships in the system in 800 (NT). However, a side-effect of the destructive solar event was the greatly increased energy output from solar panels, which allowed for a paradigm shift. The new Rakers economy emerging from Tidebreak, at the time the only station in Avarice, took advantage of this new abundance of energy. This, along with the use of local wrecks, enabled the rebuilding of a new, sustainable, closed-loop economy based on recycling, allowing them to further improve on previous ship and station module designs. Resettlement of Avarice began in 818 (NT), when the Northriver Company introduced Protectyon and the associated Protectyon Shield Generators to safeguard stations from the Tide. A few years later, in 825 (NT), the reconnection of Windfall gave the long-isolated Rakers the opportunity to trade with various Syndicate factions, but also exposed them to their piracy.

Shortly after the first Tides in 800 (NT) devastated the Avarice system, nomad engineers on Tidebreak, under their lead engineer Sihi Do, began the Erlking project. This project was an attempt at building a capital ship, sturdy enough to withstand the Tide and be used as a mobile base in Avarice. No sooner had they succeeded in providing the ship with sufficient shielding, than they abandoned all work on the barely operational Erlking. They refocused their attention on another, undisclosed, major project, before ultimately disappearing. Despite being unfinished, the Erlking continued to be deployed, while Tidebreak engineers repeatedly attempted, and failed, to improve on, or even reproduce, the design's unique power core.

With the connection of Avarice to the more militarised Syndicate system in 821 (NT), Tidebreak engineers attempted to weaponise the Erlking, and reclassified it as Battleship. They added turret and weapon hard-points, but failed to develop compatible turrets and weapons. The Syndicate later confiscated the ship to remove this

potential military threat, and attempted to develop the weapon systems themselves. Among the engineers of Windfall, those of the Solid Ice Union had the most experience with capital ships, but the political situation, and fear of a power grab, meant that they were not allowed to work on the Erlking. Instead, the Scrapyard engineers were tasked with completing the weapon systems. Having previously failed to stabilise the energy supply on the Shih fighter, to increase the number of supported weapons, the Erlking presented them with the opposite problem: all efforts to connect conventional weaponry to its unique power grid resulted in them being blown off the hull. Attempts to modify either the power grid or the weapon systems were also in vain, but their work had started only recently and Syndicate expectations remained high.

Builder
Gannascus

Argon
Riptide Rakers
Vigor Syndicate

The inception of the Gannascus construction ship is credited with catalysing unity within the murky Vigor Syndicate of the Windfall system.

The need for the vying factions to work together on this feat suppressed otherwise brutal rivalries, turning the loose collection of bandit cadres into a somewhat more cohesive organised crime collective.

Most observers consider the Vigor Syndicate's ship and station building capacity to be the key factor in its overall threat level.

Builder
Heracles

Paranid
Alliance of the Word (Vanguard)
Godrealm of the Paranid (Vanguard)
Holy Order of the Pontifex (Sentinel)

The Paranid Heracles is an enormous station-building ship, and as such, is the foundation of an economic empire.

Sentinel Variant

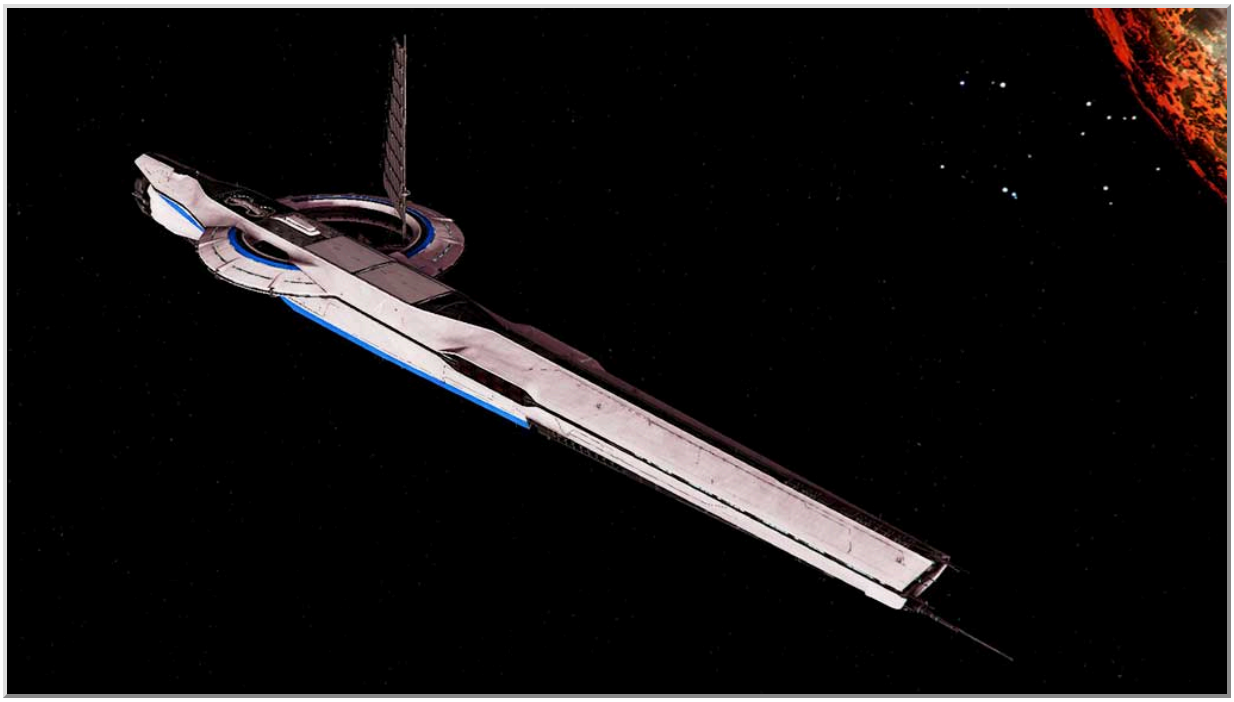
The Sentinel model is a hardened version of the Heracles.

Vanguard Variant

The Heracles Vanguard offers additional speed, though it remains somewhat pedestrian.

Resupplier
Honshu

Terran
Terran Protectorate
Segaris Pioneers



This auxiliary ship, the Honshu, is noticeably slower than competitors' supply ships. While other ships of this type are usually aimed at providing immediate, short-term support for a fleet, this ship is designed to take part in long-distance operations that often lead Terran Protectorate fleets far away from Sol, and far also from allied harbours. For this reason, the design sacrifices

speed for an exceptionally large storage capacity. However, this is not the only part of the ship that is engineered for long-range travel. Its most distinctive visual feature is its solar sail, which generates additional energy that can be made available to the ship's systems during extended journeys into hostile space.

Destroyer **I**	**Xenon**

The Xenon I is a station commander's worst nightmare. Armed with graviton turrets, which are among the most powerful weapons known in their class, the appearance of this battleship inevitably heralds an imminent and catastrophic hull depletion event.

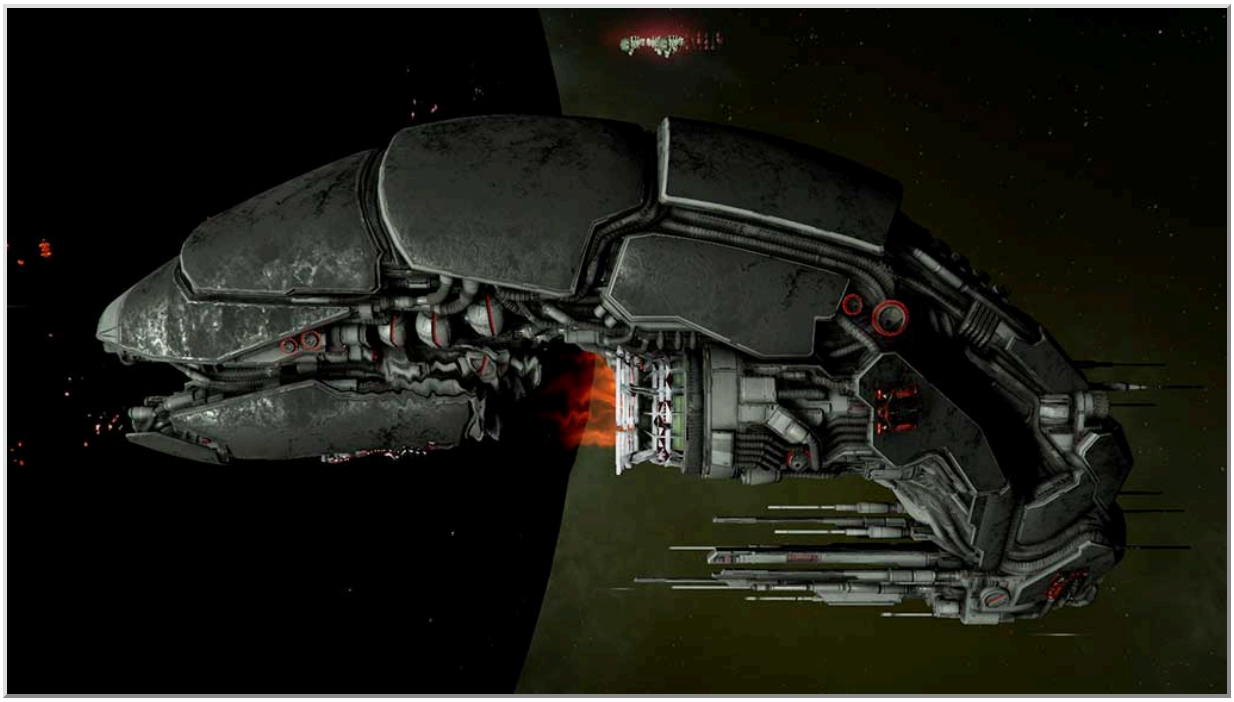
Those who are operating facilities under attack by the Xenon I rarely have

reactive tactical options beyond a speedy evacuation. Station commanders are advised to prepare defences well in advance, rather than waiting for intelligence indicating increased Xenon activity.

Saving credits on defensive preparations will, without doubt, prove costly in the event of a Xenon I assault.

Destroyer
K

Xenon



The Xenon K is an unfortunately impressive destroyer with armaments sufficient to wipe out capital ships and stations alike. Its formidable shielding should be accounted for when devising counter-tactics.

Notable Split warrior Ya t'Plp has earned the soubriquet "K-Dog" for her proficiency in engaging the Xenon K. Her widely published

engagement records are required reading in military academies across the known galaxy.

t'Plp's guidance on the K is "Destroy escorts first, then neutralise engines. Then attack, attack, attack. Must waste shields and hull before engines regenerate. Many guns will be needed."

Builder
Kyushu

Terran
Terran Protectorate
Segaris Pioneers

Earlier versions of these Terran construction ships were outfitted with specialist disassembly systems that would allow them to dismantle and transport station debris in a highly efficient manner. This focus on tearing down existing structures came about as the result of the arduous task of clearing the space around Earth from the debris of

those parts of the Torus Aeternal that did not drift far enough out of their original orbit. Since that clean-up work is now winding down, more recent examples of this ship model have been built without such capabilities, to save on production costs.

Battleship **Xenon**
M0

This massive Xenon ship is one of the largest structures ever created by anything in the galaxy. It is generally classified as a superweapon as its size and length serve only one purpose, to house the gigantic planet-killer cannon mounted at its centre. The M0 was used to devastating effect in destroying an entire space sector, before being disabled. It is hoped that the Xenon never have the resources to create another ship of its kind again.

Builder
Mammoth

Argon
Antigone Republic (Sentinel)
Argon Federation (Vanguard)

With the method of building stations having changed numerous times since the beginning of the Jump Gate shutdown, many have questioned the necessity for a dedicated building vessel, but the Mammoth has continued to find purpose.

Undergoing changes with every iteration of the station building method, the last iteration of the Mammoth saw it transformed into

more of a mobile platform than a ship; becoming immobile when deployed to a station construction site so that construction drones can easily be ferried from the ship to the site and back again.

Resupplier
Monitor

Split
Free Families
Zyarth Patriarchy

The Split Monitor is a well-armed and well-armoured auxiliary vessel. This class of ship, if properly crewed and maintained, allows for the continuous rearming, resupply and repair that is necessary for an active war fleet.

Sentinel Variant

Unused

The Sentinel model's toughened structural elements enable operations that may be uncomfortably close to the front lines.

Vanguard Variant

Unused

The Monitor Vanguard's additional speed aids the collection of supplies when most needed.

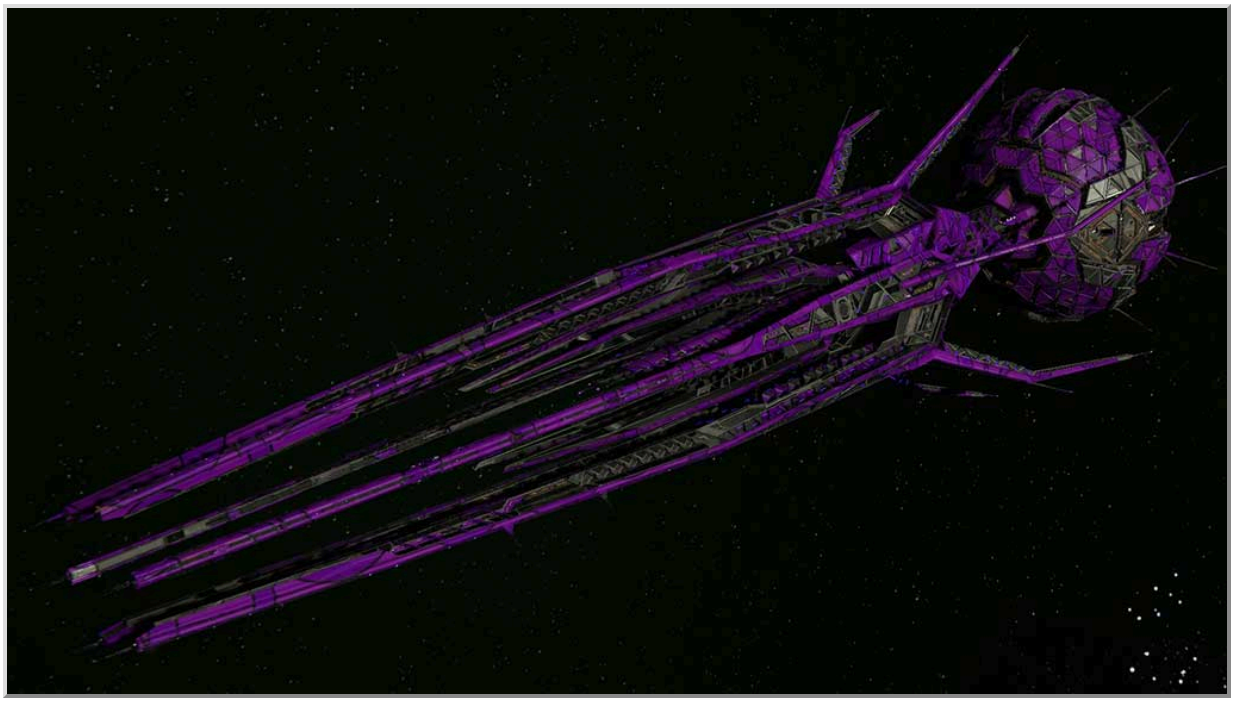
Resupplier
Nomad

Argon
Antigone Republic (Sentinel)
Argon Federation (Vanguard)

Very quickly developed during the course of the latest defence against the Xenon, the Nomad is effectively a mobile equipment dock, allowing combat ships to repair and restock and get back to the fight more quickly. This has greatly helped the efficiency of both the Argon Federation and Antigone Republic fleets, and has already begun to see clones created across both Teladi and Paranid space. The ship is not self-sufficient, requiring a defensive escort not to be torn apart in combat. If it can be defended though, the Nomad can prove a devastating support ship.

Battleship
Obliterator

Kha'ak



This monstrosity has only been spotted a few times throughout history, before disappearing never to reappear again. It is unknown whether there is just a single Obliterator, or whether there are many more of them, lurking outside of currently explored space. The Obliterator is a hulking behemoth that is best compared to a battleship, although these comparisons break down when discussing the organic constructions of the Kha'ak. Very little is known about the Obliterator, as it is rare that anything survives an encounter with this ship. The fear that it causes is understandable, since on several occasions it has turned its devastating power on a planet, using its weapons to obliterate that planet entirely.

Resupplier
Orca

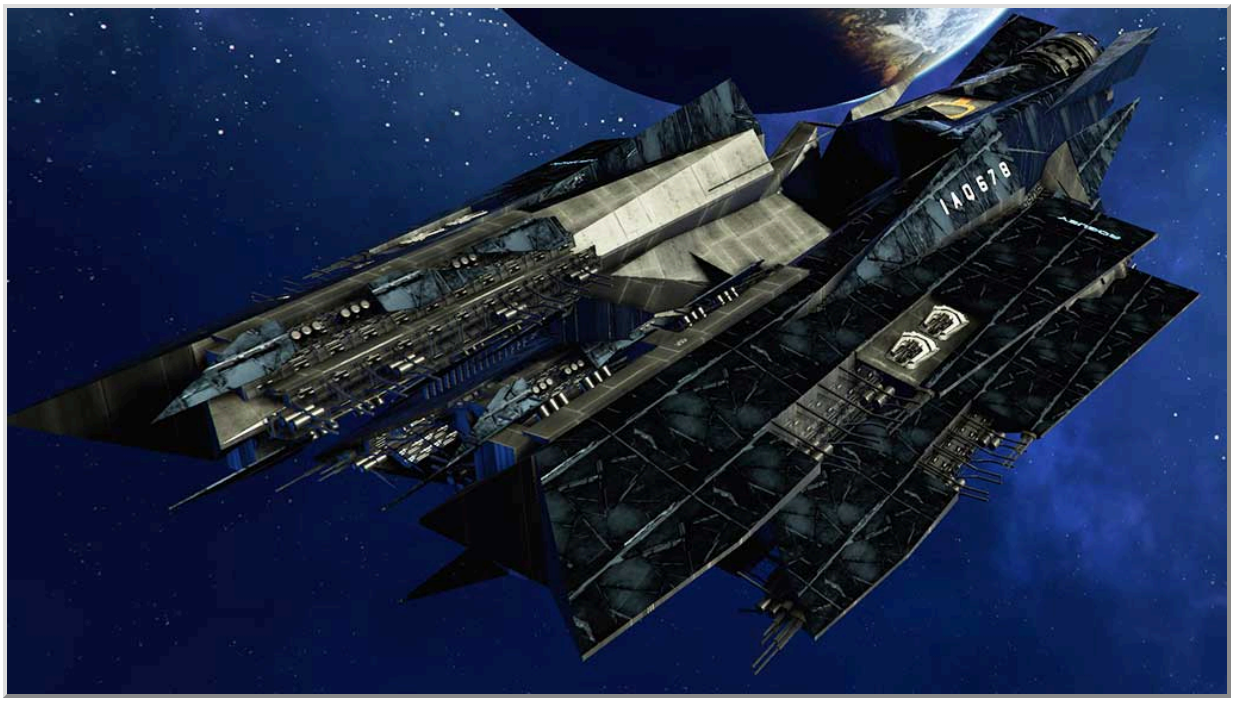
Boron
Queendom of Boron

After their long history of manufacturing exclusively civilian construction and service ships, in 789 (NT) Lucky Planets Construction Enterprises accepted a government contract to develop an XL resupplier for the Royal Boron Navy. While some of their competitors suspected that the contract was acquired through foul play, the company's recent success with the builder, the Walrus, qualified it to develop their second XL sized ship. As one of the last ships to be developed in the Menelaus Era, the Orca saw its maiden voyage when it deployed from the Lucky Planets Shipyard in 798 (NT).

Menelaus Era ships were built between 785 (NT) and 798 (NT) as a second wave of more autonomous ships in preparation for the Jump

Gate shutdowns. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The new Menelaus cabinet allowed corporations, working under a government contract, access to various classified technological advancements made by Royal Boron Military Defence research facilities. The ships designed with those technologies are less sturdy than the first wave of Atreus Era ships, but more manoeuvrable.

Battleship **Split**
Python



Unused.

Carrier
Raptor

Split
Free Families
Zyarth Patriarchy

Empire builders report fondness for the Split Raptor carrier. Hideously well armed, the Raptor eschews prosaic trivialities such as shielding and reinforced hulls in favour of violently dismantling anything that enters its vicinity.

However, any antagonist that can remain functional for more than twenty seconds in the Raptor's presence does have the possibility of taking advantage of the vessels cursory defences.

Sentinel Variant

Unused

Split captains rarely admit to choosing the Sentinel model for its marginally reassuring reinforced chassis, commonly asserting instead that it was all that the shipyard had in stock at the time.

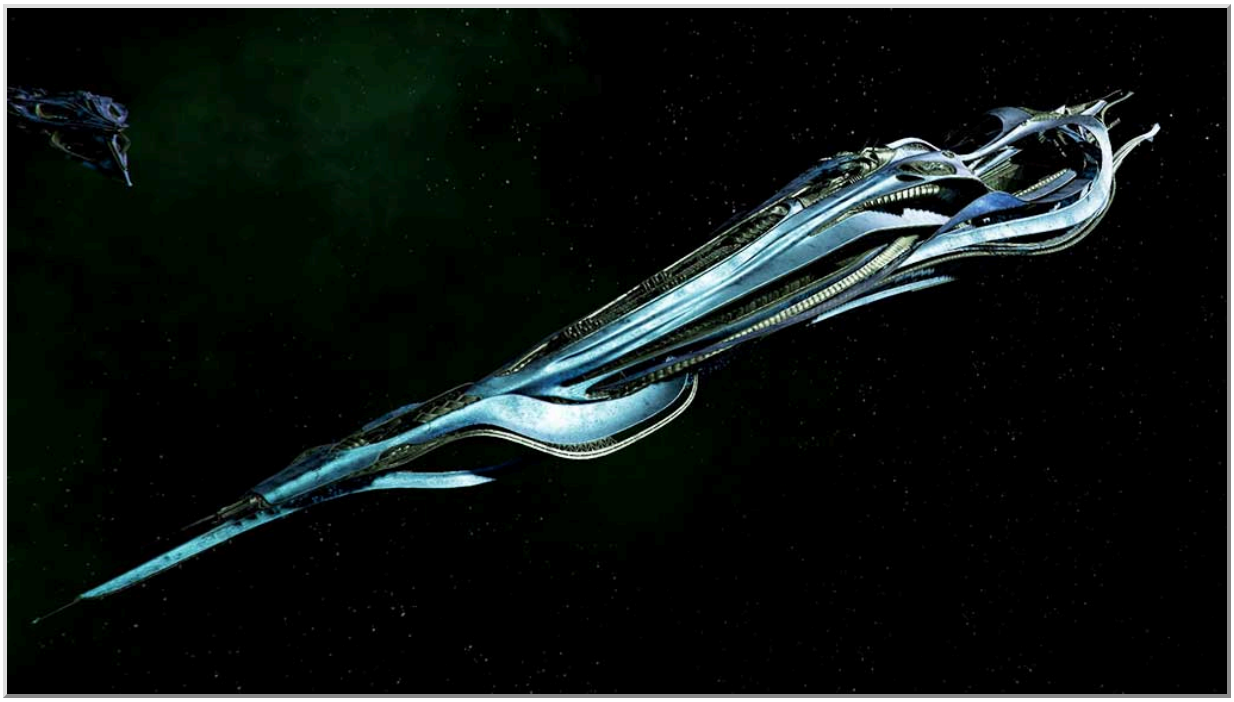
Vanguard Variant

Unused

The already prestigious offensive capabilities of the Raptor are enhanced in the Vanguard model, though the contingent weakening of its fragile defences renders the carrier excessively spicy for the tastes of all but the bravest captains.

Carrier
Shark

Boron
Queendom of Boron

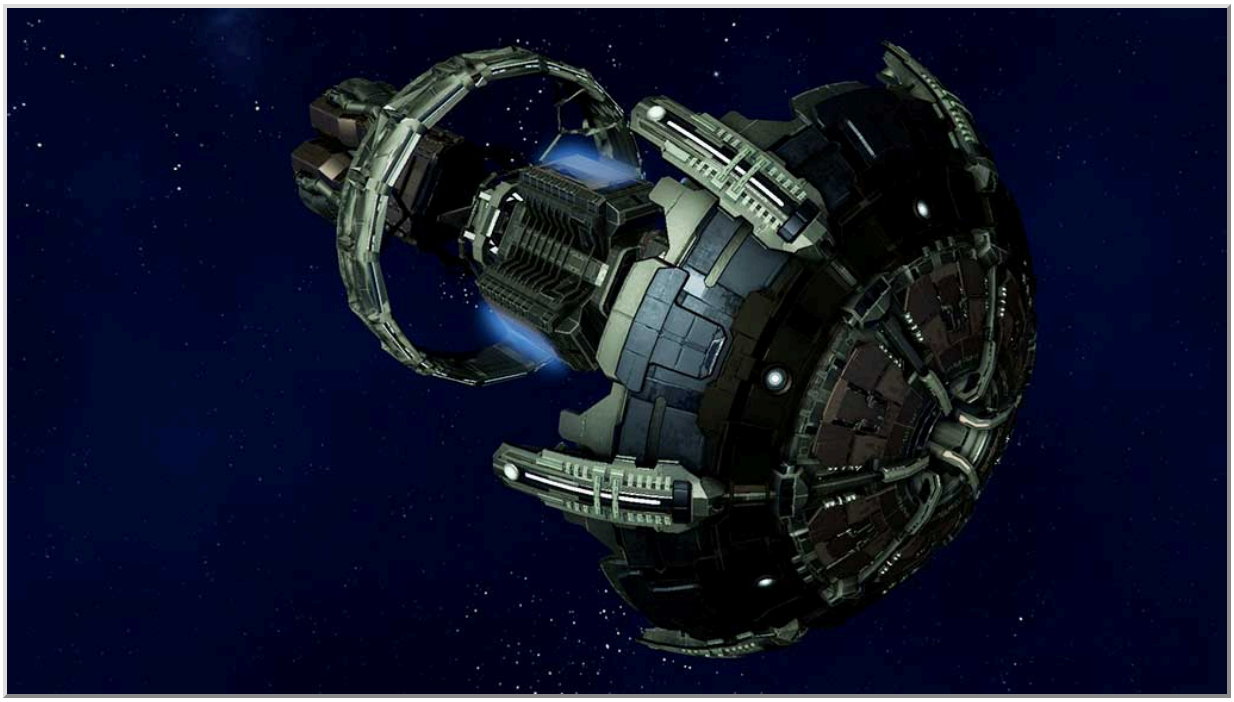


The Shark heavy carrier was the second carrier developed by Atreus Shipbuilding Currents. Aside from various budget increases, the renowned company managed to engineer and deliver the ship without major incidents. After seven years of development the first Shark was completed, and departed from the Ocean of Fantasy Shipyard in 797 (NT) to serve the Boron Royal Navy.

Menelaus Era ships were built between 785 (NT) and 798 (NT) as a second wave of more autonomous ships in preparation for the Jump Gate shutdowns. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The new Menelaus cabinet allowed corporations, working under a government contract, access to various classified technological advancements made by Royal Boron Military Defence research facilities. The ships designed with those technologies are less sturdy than the first wave of Atreus Era ships, but more manoeuvrable.

Resupplier
Stork

Teladi
Ministry of Finance (Sentinel)
Teladi Company (Vanguard)



Auxiliary vessels are essential for fleet management and are able to repair and resupply fleets of all sizes, including carriers. The Teladi Stork fulfils this function passably well. Its lack of general popularity within its class often means it is available at a reasonable price. Fleet managers are advised to keep the Stork well escorted as it is vulnerable to attack.

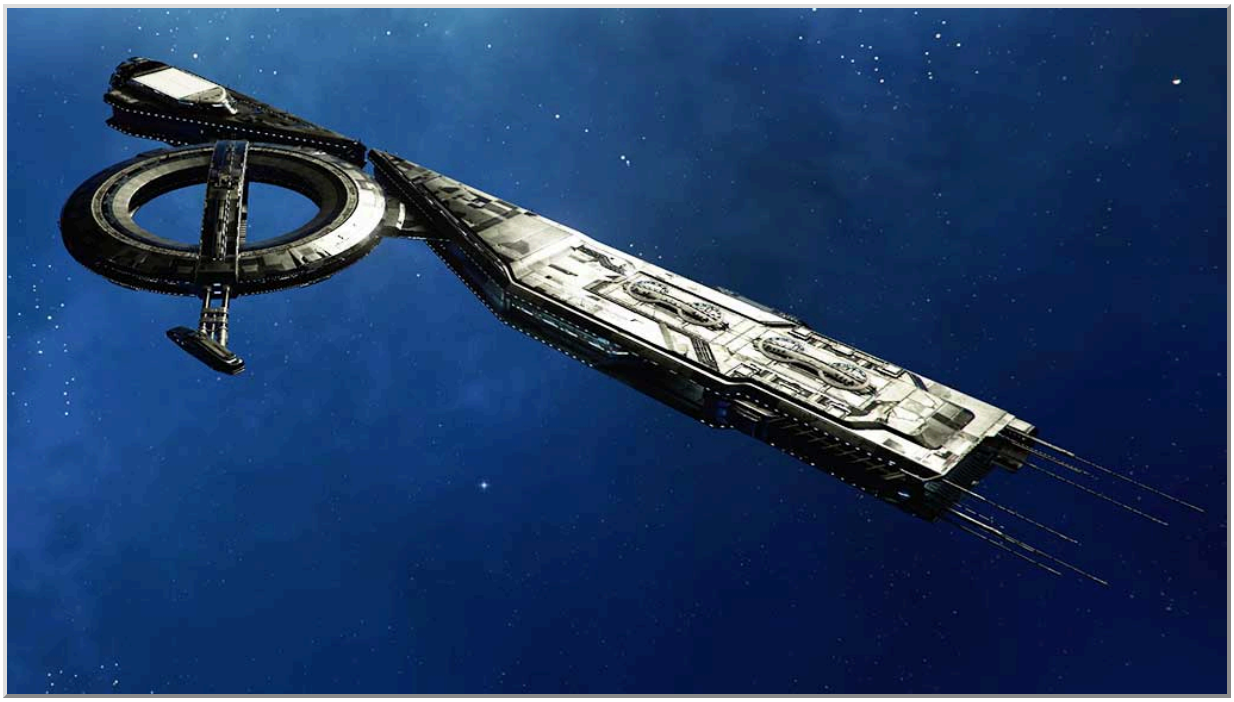
Sentinel Variant

The Stork Sentinel has increased resilience, though not to the degree that it should be left unattended in hostile space.

Vanguard Variant

The Vanguard model enhances the Stork's speed, which enables it to remain in fleet formation more easily.

Carrier **Tokyo**	**Terran** **Terran Protectorate**



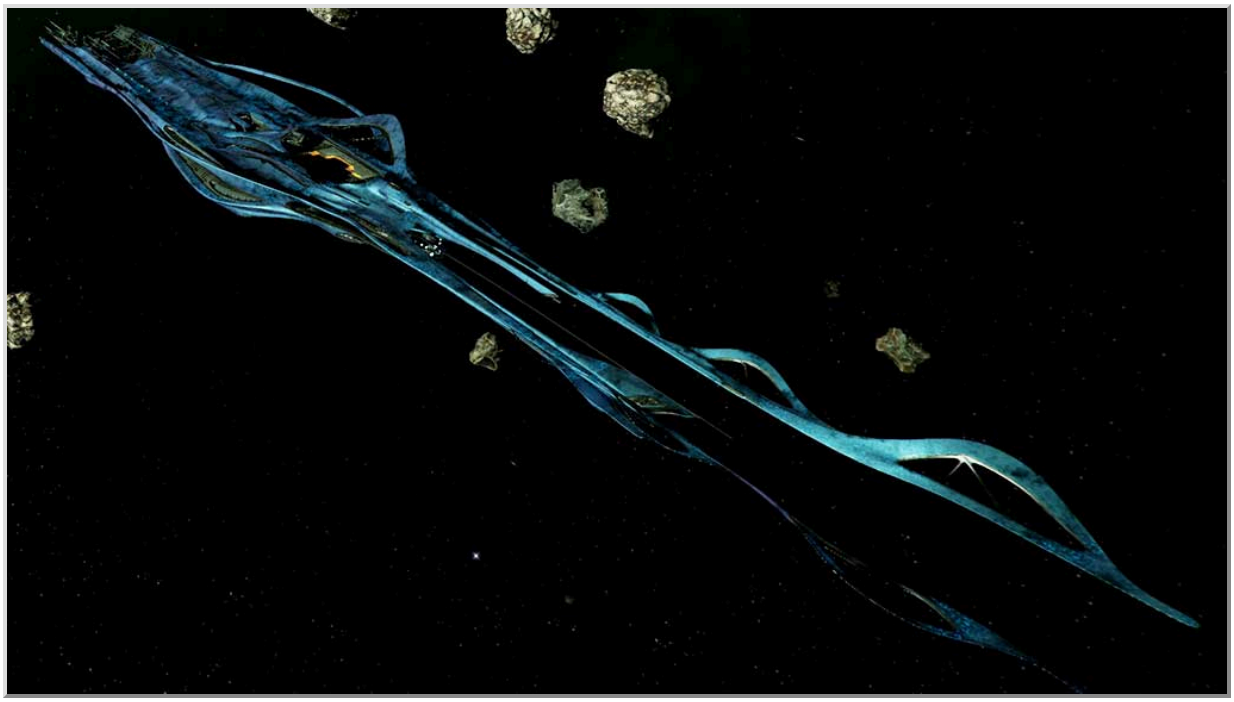
The Tokyo-class carrier has been revised and refined since its first production run, most recently during the period of the Jump Gate shutdown, but at its core it remains fundamentally the same.

The capacious front-facing hangar allows the carrier to quickly issue forth large waves of fighters to meet an enemy fleet head-on. In any fleet, a carrier is the central platform

from which to coordinate large-scale fighter-based manoeuvres, and the Terran model does this with aplomb, whether the theatre of battle is on Sol's doorstep, or in a hostile system far removed from Terran domain.

Builder
Walrus

Boron
Queendom of Boron



Lucky Planets Construction Enterprises made a name for itself supplying and servicing Boron colonies surrounding the Lucky Planets system. With their experience in the various space engineering fields involved in station construction, the company secured a contract to develop a builder ship in 782 (NT). Although development began during the Atreus Era, it continued well into the Menelaus Era thereby spanning the major paradigm shifts in

ship design that occurred during that time. Development and construction finished with the first Walrus' maiden voyage, when it undocked from the Lucky Planets Shipyard in 789 (NT).

Menelaus Era ships were built between 785 (NT) and 798 (NT) as a second wave of more autonomous ships in preparation for the Jump Gate shutdowns. To reduce flight mass, the ships are mostly filled with air, requiring Boron crew to wear protective suits. The new Menelaus cabinet allowed corporations, working under a government contract, access to various classified technological advancements made by Royal Boron Military Defence research facilities. The ships designed with those technologies are less sturdy than the first wave of Atreus Era ships, but more manoeuvrable.

Carrier
Zeus

Paranid
Godrealm of the Paranid
(Vanguard, E)
Holy Order of the Pontifex
(Sentinel, E)

Sentinel
Vanguard

E

The Paranid Zeus is perhaps one of the fastest carriers available, making it an excellent choice as the keystone of any defensive or offensive fleet. The Zeus was designed specifically with this in mind, to allay growing Paranid concerns over the military growth of their many rivals.

Sentinel Variant

The Zeus is available in a Sentinel model, with a hardened superstructure for increased battle resilience.

Vanguard Variant

The Zeus Vanguard is even faster, and is often the strategic choice in offensive operations.

E Variant

The E-model variation was introduced at a later date, and updated the superficial design to bring it up to par with Commonwealth standards that were established during the period of disconnection. The precursor version is slowly being phased out, but will remain available for interested third parties.

Drones

Autonomous Distress Drone	**Generic**

The Autonomous Distress Drone is an interesting vessel subsystem. It alerts local authorities if you are under attack and otherwise out of range of the police. Unfortunately, this only deters assailants who seek to maintain good relations with those authorities or, indeed, are not assaulting you on their behalf.

Building Drone	**Generic**

Affectionately named "termites", building drones are an essential component of station construction.

All races have moved to drone-based construction due to the scale of injury and loss of sentient life incurred through manual methods.

Cargo Drone	**Generic**

The Cargo Drone is a Teladi invention that expedites freight transfers and is ubiquitously popular among merchants across the known galaxy.

Defence Drone	Generic

Advanced battlefield tactical command has been transformed by the evolution of Defence Drones. Once little more than cannon fodder, a drone swarm is now a formidable defensive capability.

The very best commanders are able to coordinate drone and non-drone strategies, adapting them to make best use of the strengths of each. Defence drone mastery is not an easy task, however; it is the mark of a top-flight tactician.

Drop Drone **Generic**

Small

Medium

The Drop Drone is an essential system in terraforming operations, transporting the required surface-bound wares.

Medium Variant

The Medium-sized model is an upgraded drone with additional capacity.

Gas Collector Drone	Generic

The Gas Collector Drone is an advanced drone system that greatly increases the efficiency of gaseous harvesting operations, particularly when used in large quantities.

Mining Drone	Generic

The humble Mining Drone is an essential asset at the heart of any primary resource-based business empire. Inexpensive, but highly vulnerable, the "termite" as it is colloquially referred to, is highly effective, particularly when deployed in large numbers.

Repair Drone	**Generic**

The Repair Drone is an autonomous, self-propelled micro-vessel that is used for the repair of ship and station hulls.

Terraforming Drone	**Generic**

Small

Medium

The economic benefits of a successful planetary reformat can be immense.

Small Variant

The Small Terraforming Drone is a highly complex, state-of-the-art innovation, essential for enabling this work.

Medium Variant

The Medium Terraforming Drone is an enhanced model, offering a greater operational efficiency.

Mass Traffic

Argon Station Security Vessel — **Argon**

Argon Station Security Vessels police the vicinity of Argon installations, seeking out felons and those carrying contraband. While they are lightly armed, crossing them may compromise a captain's good standing with the authorities.

Civilian Ship

This is a short-range civilian vessel, unsuited to trans-sector flight.

Drone (Xenon) — **Xenon**

This is a short-range Xenon drone with an undetermined array of capabilities. Captured examples and debris confirm the use of advanced technology and encryption that, to-date, has evaded a comprehensive scientific understanding.

While these drones are likely to be undertaking predictable tasks, the range of wares and items they transport is a matter of supposition, as is the extent to which they are considered truly intelligent or merely autonomous.

Maintenance Vessel

This Maintenance Vessel is limited to a local range, and is suitable for conducting minor repairs and other works.

Mass Transporter

This Mass Transporter is a short-range vehicle, carrying passengers and cargo, and is limited to in-sector flight.

Paranid Station Security Vessel — Paranid

The Paranid authorities are notoriously strict, particularly if a captain is not of their species. It is advisable to remain polite and compliant with regard to the Station Security Vessels policing Paranid space.

Short Range Transporter

The Short Range Transporter is used to ferry cargo and passengers within sectors.

Split Station Security Vessel **Split**

The Split police and their Station Security Vessels are known to be impatient, abrupt and trigger happy. "Innocent until proven guilty" is not a concept that translates well into Split culture.

Teladi Station Security Vessel **Teladi**

While the Teladi are tolerant of the trading of many wares that are illegal elsewhere in the Commonwealth, access to those markets requires the good maintenance of a trader's reputation. It is wise to remain respectful of the Teladi Police and their Station Security Vessels.

Terran Station Security Vessel **Terran**

Terran police forces generally recruit martial-minded people who failed the tough military entrance exams. This results in a Station Security Corps, whose vessels intercept honest traders as often as criminals.

Tour Bus

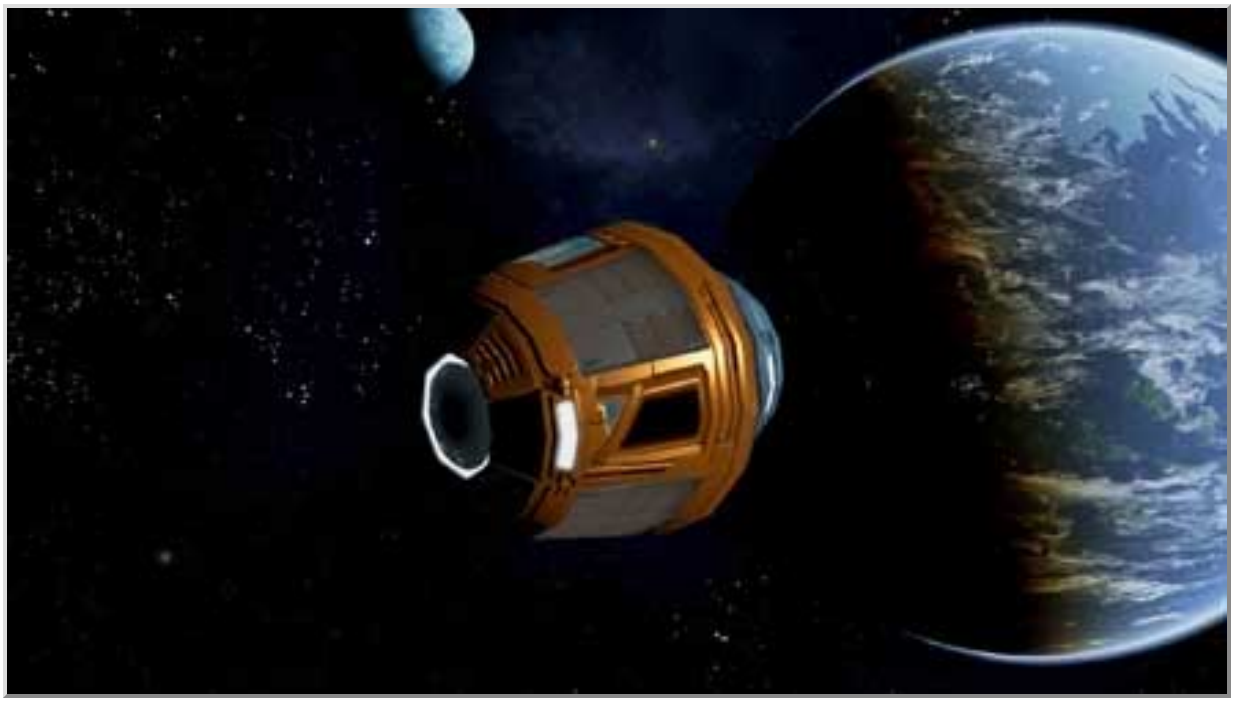
This leisure vehicle allows denizens to see the sights and enjoy the delights that this system has to offer.

Yaki Station Security Vessel	**Yaki**

When the Yaki clans were found to have instituted a police force and resourced it with a fleet of Station Security Vessels, outside observers where somewhat surprised. Debate is ongoing as to whether this presages a Yaki intent to normalise its relations as a part of the Commonwealth of Planets.

Other

Escape Pod



While romantic histories describe captains going down with their ships honourably, the advancement of escape pod technology has proven to be a popular alternative to flaming death.

Space Suit

For most, though not all, known species, the Space Suit is an essential item of Personal Protection Equipment for survival in a vacuum.

Many suit enhancements are available to facilitate manual chores required during extravehicular activity.

Boarding Pod

The Boarding Pod enables the transfer of marines for the purposes of capturing target ships. Although vulnerable in transit, their use in numbers with a well-trained marine contingent, can enable commanders to grow a fleet quickly, without the trouble of building or paying for ships.

"I felt the engine thrust through my bones. The five of us avoided eye contact, knowing this short trip could be our last; that we might never make it to our target. In the boarding pod, our life or death was dependent on the skills of our cruiser's Commander and gunners. I resisted the temptation to hold my breath until the breach. Once we were in, my survival would be back in my own hands and I'd need to be fully oxygenated. Breathe. Focus..." Excerpt from "Marine Life" by Menika Loma.

Unused Ship Names

The following ship names appear in the game's files, but are otherwise unused in the game itself.

Argon Ships

- Buster
- Aamon
- Skiron
- Griffon
- Centaur
- Cyclops
- Enenra
- Kitsune
- Namazu
- Corona
- Basilisk
- Baku

Teladi Ships

- Kea
- Shrike
- Skua
- Egret
- Fulmar
- Razorbill
- Kittiwake

- Roc
- Cassowary
- Ostrich
- Lammergeier
- Flamingo
- Spoonbill

Paranid Ships

- Pericles
- Deimos
- Apollo
- Artemis
- Hephaestus
- Poseidon
- Chronos
- Tartarus
- Styx
- Pallas
- Eos
- Astraeus

Split Ships

- Scorpion
- Iguana
- Caiman
- Tiger
- Panther
- Viper
- Drake
- Ocelot
- Leopard

- Lynx
- Gharial
- Copperhead
- Taipan
- Hippopotamus
- Warthog
- Ghok

Boron Ships

- Octopus
- Skate
- Pike
- Kraken
- Manta
- Pleco
- Megalodon
- Marlin
- Terrapin
- Manatee
- Hammerhead
- Squid
- Nautilus
- Piranha
- Eel
- Candiru
- Bowhead
- Sei
- Gulper
- Blenny
- Wrasse
- Leatherback
- Narwhal
- Dugong
- Wobbegong

Terran Ships

- Kyoto
- Scimitar
- Sabre
- Yokohama
- Claymore
- Khopesh
- Shotel
- Paramerion
- Dao
- Falchion
- Makhaira
- Tsurugi
- Nagoya
- Chiba
- Sendai
- Scabbard
- Shikoku
- Tachi
- Estoc
- Tulwar
- Pata
- Tessak
- Daab
- Shamshir
- Akita
- Kagawa

ATF Ships

- Odin
- Woden

- Tyr
- Valhalla
- Aegir
- Skirnir
- Vali
- Vidar
- Fenrir
- Thor
- Mjollnir
- Valkyrie
- Bragi
- Gefjon
- Yggdrasil
- Loki
- Kvasir
- Freyr
- Skadi

Xenon Ships

- J
- O
- L
- Q
- R
- U
- V
- C
- G

Terraformer Ships

- cefa

- deaf
- edda
- feed
- cedd
- cade
- c0da
- feba

Pirate Ships

- Mandalay
- Bayamon
- Orinoco
- Malacca
- Celebes
- Paracel
- Dalian
- Socotra
- Andaman
- Douala
- Awilda
- Genthus
- Keymis
- Bond
- Lecat
- Pardal
- Skytte
- Witherborn
- Barrow
- Claver
- Mascarino
- Axe

Yaki Ships

- Chokaro
- Susanowa
- Tenjin
- Raijn
- Tonbo
- Fujin
- Washi
- Shuri
- Ryu
- Hoshi
- Akuma
- Akurei
- Senshi
- Kariudo
- Amaterasu
- Kojin
- Inari
- Izanami
- Bishamonten

Kha'ak Ships

- Hive Ship
- Swarm

Drones

- Demolition Drone
- Attack Drone

- Hacker Drone
- Scanner Drone
- High Speed Spacesuit

Generic Ships

- Soer
- Hatram
- Mya
- Garic
- Sunna
- Ellea
- Helianthus
- Oberth
- Promethean Spark (Twin Story Ch1 rebellious Trader Ship)
- Bestowed in Perpetuity (Twin Story Ch2 Fan Trader Ship)
- J.P. Morgan's Knife (Twin Story New Fan Ship)
- Bigeye Thresher Alpha (Twin Story Ch1)
- Bigeye Thresher (Twin Story Ch1)
- Pelagic Thresher Alpha (Twin Story Ch1)
- Pelagic Thresher (Twin Story Ch1)
- Rolling Rock (Mellerd Ship)
- Arcadian Endeavour (Maestro Ship)
- Golden Flea (Ace S Ship)
- Carefree Whirlwind (Ace M Ship)
- Sinister Sunshine (Ace M Ship)
- Midas Touch
- Eleius' Vigilance (Queen's ship named after Eleius, a deceased Boron queen; Eleius from Greek mythology)
- Menelaus' Reminiscence (Boron carrier ship named after Menelaus, a deceased Boron queen; Menelaus from Greek mythology)
- Wayfinder (ALI Expedition ship)
- Veil of Perception
- Nikkonofune
- Saiien II

- Saiien III
- Argon One
- Stalker

Venture Ships

- Hekla
- Katla
- Etna
- Vesuvius
- Stromboli
- Thera
- Erebus
- Ruapehu
- Tongariro
- Krakatau
- Kilauea
- Fuji
- Asama
- Cotopaxi
- Mayon
- Pinatubo
- Bromo
- Tambora
- Agung
- Pacaya
- Villarica
- Colima

STATIONS AND MODULES

Special Stations and Landmarks

Abandoned Asteroid Base

This abandoned Xenon asteroid base has developed something of a local mythology. Nearby stations hum with stories of ghosts, disappearances, and hallucinations. However, empirical investigators have discovered no such phenomena.

While investigators concede the station does indeed have a somewhat "creepy" aesthetic, the famed Segaris anthropologist Sasha Bhattarcharji put it most succinctly: "don't all abandoned stations look creepy?"

Amplifier Station

A Xenon structure with evidence of pirate faction modifications. The entire facility appears to be built on a highly crystalline rock formation.

The precise function of the facility is not entirely clear. However, the visible modules seem to have some form of energy amplification capability.

Anarchy Port

Nestled within the shadows of asteroid clusters, Anarchy Port stands as a notorious bastion of lawlessness within the chaotic expanse of Loomanckstrat's Legacy. At the heart of its operations lies its stringent security measures designed to ensure that only those deemed worthy gain entry. Automated scanning systems meticulously inspect approaching vessels, searching for any signs of hidden law enforcement presence. This precautionary measure has earned Anarchy Port a reputation for being a safe harbour for pirates seeking respite from the constant threat of retribution. Of the pirate captains drawn here, the most prolific command the utmost respect and influence on the station, their prowess in combat and cunning in strategy earning them the admiration of their peers. Beneath them, a diverse array of rogues, mercenaries, and outcasts eke out a living through various illicit activities, from smuggling contraband to teaming up to raid unsuspecting trade convoys.

Antigone (Station)

Arc Connection Structure 02

Span Connection Structure 02

Span Connection Structure 02

L Housing Spire

Argon XL Housing Spire

Antigone stands as a beacon of unity, cooperation and interstellar commerce among the diverse races of the Commonwealth. Its cosmopolitan design, bustling thoroughfares teeming with life and activity, labyrinthine corridors, and crowded marketplaces all become apparent to the traveller when they first reach the station. At one point Antigone tried to run with the slogan "If you can't find it on Antigone, then you haven't asked the right trader". This was plastered on banners, and on merchandise and souvenirs available to travellers. It was generally considered as unsuccessful, but the graphic design has launched a niche community of fans.

Apotheosis

This vast and ornate cathedral constitutes a centrepiece of Paranid tradition, a blazing symbol of its architects' imperishable past and future. Whatever its elaborate architecture may conceal, no truly devout Paranid would dare spill another's blood in its consecrated aura of sanctity.

Aurora Casino

The Aurora Casino is the largest gambling establishment in the network, known for drawing in hopeful gamblers from all over the galaxy. In this bustling venue, tourists mix with thugs and gangsters, as the station also serves as an unofficial gathering place for the Vigor Syndicate and other shady organisations.

Communications Facility

This type of communication station was once widely deployed throughout the known Gate Network by the Paranid Empire. While their purpose was officially described as scientific, intelligence gathered over decades suggests they may have served as covert military monitoring stations.

This particular installation, however, appears to have been abandoned for an indeterminate period, likely as a result of the increasing frequency of Jump Gate disconnections that heralded the era now known as The Dark.

Compound Refinery

Arguably one of the key nodes of the Quettanauts' supply chain, this station creates the majority of the components required for the construction of almost every part of Quettanaut life. The design and construction of this factory is such that any one of its many production lines is scalable and reconfigurable, allowing the station to adapt its output in response to fluctuations in demand for any of the building blocks of a myriad of finished products.

Derelict Station

The once-elegant arcs and towering spires of this station wreckage betray it as the site of a pre-shutdown faction headquarters, which over decades seems to have succumbed to the erratic discharges of ill-maintained experimental weapons technology and the relentless efforts of the local scavenger fleet.

Destroyed Jump Gate

Centuries old, this Gate wreckage is a sombre memorial to the First Terraformer War. It reminds the Terrans of the Xenon roots in Terran technology, the Xenon threat to the survival of Earth, and the sacrifices the Terrans had to make. Had it not been for the heroic actions of the Dragonfyre, drawing the Terraformers through this Gate before its destruction, Earth and all humans in Sol would have succumbed to the machines. The resulting 500 years of isolation, knowing what lies beyond and yet confined to this small corner of the galaxy, were considered a small price to pay for the survival of Earth.

Duke's Haven

This imposing structure serves as headquarters and stronghold to the Duke's Buccaneers, a ruthless security outfit which turned to piracy and zealotry. Amid a labyrinth of defence platforms and production facilities resides their elusive leader, the Pirate Duke Reborn, ceaselessly scheming to contrive his next grand conquest.

Duke's Lost Property Office

After the gate realignment, the remaining Duke's Buccaneers were split by a schism not unlike that between the Godrealm of the Paranid and the Holy Order of the Pontifex. A small group retained their faith in the nebulous machinations of their Pirate Duke, who was attempting to use the disorder of the Paranid Civil War to his advantage through diplomatic means, but the great majority showed no such inclination. Driven by the urge to restore their pre-Dark identity, these orthodox Buccaneers continued to pillage and plunder, hoarding the spoils in hidden-away stations, the locations of which remained a well-guarded secret. Surely, the Errant Duke, as they began to call him, would one day break free of his stupor, realise his misguided ways, and return to lead them on the path to greatness that they had once trodden together. To this day, these splinter groups do not see eye to eye, and it would require a significant upheaval to reconcile their ideologies under a unified banner once again.

Eye of the Beholder

This sleek, almost featureless, structure of arcane origin hovers at a safe observation distance from a black hole. At times, well-adjusted scanners can pick up a strange frequency, seemingly humming in tune with the system's background radiation, and bearing remarkable similarities to the Tide phenomenon in Avarice. The alien artefact's surface shows signs of a concerted, but only partially successful, effort to penetrate its hull and unearth its secrets. A tangle of tubes attaches to what appears to be a dispenser mechanism, pried open and held in place by crude scaffolding.

Free Argon Trading Station

The Free Argon Trading Station, initially conceived as a nexus solely for trade and commerce, has inadvertently spawned an entire economic ecosystem around its bustling core. What began as a hub for business transactions has blossomed into a vibrant marketplace teeming with ancillary services and attractions. From holographic cinemas and casinos, to bustling eateries and bars, the station now offers a wide range of amenities catering to the diverse needs and interests of its visitors. Consequently, it has transcended its original purpose, evolving into a sought-after tourist destination frequented by travellers from across the galaxy.

Funanori Station

Funanori Station is an innovative endeavour to consolidate multiple local stations' functionality into one large station, with the aim of protecting against the rapidly increasing hostility in the sector. While this has led to significant criticism regarding centralised dependencies and having a single point of failure for the sector, it is undeniable that, to this date, it has provided a significant increase in efficiency, which given the diminishing local resources, is enough to silence most of its critics.

As the population of Getsu Fune longs to be free of what is fast becoming a terrible place for them to live, many rumours and speculations have begun circulating. Among these, the prevalent theory is that the station is built around experimental technology that is designed to allow the station to move. So far none of these have been substantiated and are generally considered mere wishful thinking.

Funeral Accelerator

This particular accelerator has been built by the Free Families for the funerals of their Patriarchs. Only dead Patriarchs are allowed to the other side, where they may float through the eternal void, forever undisturbed.

Grand Ice Refinery

The Grand Ice Refinery is the headquarters of the Solid Ice Union, an important group within the Vigor pirate syndicate.

The SIU conglomerate was founded by ice miners in Windfall during The Dark. This bond, forged in adversity, resulted in a group that is notably suspicious of outsiders.

Hall of Judgement

This station was built to control the colonial territories. It is used as a hub for police operations, a high court for prosecutions, and a prison for enemies of the colonial rule.

Hydro Processing Plant

The labyrinthine network of pipelines, distillation towers and storage tanks give this station the ability to process a vast number of gases essential for industrial production and resource management. Whether this is synthesising fuels for spacecraft propulsion, or refining exotic gases for use in manufacturing processes, the Hydro

Processing Plant plays a central role in sustaining the Quettanauts' industry.

Ilja's Observation Outpost

As a centre for propulsion research and development, this research station plays a pivotal role in pushing the boundaries of space exploration and technology. Scientists and engineers stationed at the outpost work tirelessly to develop and test new propulsion systems, and theoretical models, aimed at unlocking enhanced potential for travel among the stars.

This outpost has also become a tourist destination and retreat, with some people visiting purely for the peace that can be found in a place of science in a quiet corner of the universe, while others are more interested in the advancement of science, and want to see first hand the future of space travel.

Keepsafe (Scrapyard Station)

Keepsafe is the headquarters of the Scrapyard sub-faction of the Vigor Syndicate.

As a scrapyard, it reverse engineers ship designs for the syndicate. However, the partly stripped hulks have stories of their own to tell and are well worth exploring.

Kha'ak Installation

These enigmatic installations are well-protected Kha'ak bases of operation. Often found close to busy mining regions, not much is

known about them. The Kha'ak tend to construct them away from a system's centre, and they are built seemingly instantaneously. This leads some defence experts to believe that the Kha'ak might be in possession of warp technology powerful enough to move entire structures around the universe.

Lighthouse

Positioned at the heart of Mitsuno's Revelation, the Lighthouse stands as a beacon of trade and commerce, serving as a vital nexus for the Quettanauts and their interactions with other factions. This station fills a multitude of essential functions, aimed at facilitating commerce, diplomacy, and cultural exchange. Its trade halls are filled with the bartering expected from a Quettanaut station and bustle with activity.

Light Vessel Assembly Plant

Boasting state-of-the-art manufacturing capabilities, and equipped with advanced fabrication machinery utilising automated assembly lines, the Light Vessel Assembly Plant complex provides not only the facilities for construction and trade of spaceships, but also a centre for engineers and craftsmen to share and improve the technology.

The Light Vessel Assembly Plant is also an important part of the Quettanauts' economy, trading with both internal and external markets. Higher value trades may seem impractical, but this station is well placed to provide the necessary storage and logistics to facilitate these types of transactions, often working as a form of escrow.

Memento Mori

Memento Mori stands as a solemn sentinel, its silhouette a stark reminder of President's End's turbulent past and the Kha'ak battle that once ravaged the sector. At its heart lies the shattered remains of a colossal Kha'ak capital ship, its fractured hull now ensconced within the steel embrace of the station. Amid the echoes of the past, and a quiet solitude that comes from the hulking remains, there is also a sense of hope, a constant reminder of the resilience of its people.

Mysterious Facility

This facility was constructed by the Segaris Pioneers as a home for their most advanced, possibly illegal, and certainly top secret, research projects.

Organic Produce Facility

The Organic Produce Facility stands as a testament to unity, diversity, and culinary range. This station produces the majority of the foodstuffs consumed within Quettanaut society, drawing from the backgrounds and cuisines of the races that make up Quettanaut culture.

Utilising advanced cultivation methods, the Quettanauts have been able to produce many of the ingredients alongside one another, resulting in a pungent aroma noticeable to all travellers when they first step onto the station. Defying fears that there may be conflict between some of the crops and other foods, a dedicated scientific

team on the station provide constant observation to ensure the reliability and resilience of the crops, and the quality of the produce.

Pillars of Elysium

Pillars of Elysium stands as an enigmatic bastion amidst the celestial expanse of Mitsuno's Sacrifice, serving as the primary hub and sanctuary for the Quettanauts.

Situated at the heart of Quettanaut territory, it provides a safe base of operations. Though many questions remain unanswered about this station, it is nevertheless an important location for anyone visiting the Quettanauts.

Renewable Energy Production Array

With the relatively limited amount of natural resources available to the Quettanauts, the construction of the Renewable Energy Production Array (REPA) marked a turning point in their history. Given their economy, the distribution of energy has been an oft-debated issue. There are some who argue that it should be a basic right for all Quettanauts, and that it should be distributed freely to all Quettanaut stations and ships based on their requirements. But others point out the need to maintain and run the REPA long-term, and that energy distribution should be traded like any other ware. In reality the Quettanauts treat this problem somewhere in between - the REPA maintenance is seen as a form of civic service, and as such the availability of energy within Quettanaut space is more evenly distributed than it might otherwise have been.

Rusiris Sunrise

Rusiris Sunrise is a Sunrise Flower Factory with a dubious commercial record. It is believed to have been founded by the least talented scion of an otherwise glittering Teladi dynasty.

Second Duchy Palace

The disputed seat of power of the Second Duchy, this grand station stands as the pinnacle of Paranid technology, boasting the famed towering spires adorned with the sparkling crystalline maja-lattice coating.

In the wake of the shutdown, the Paranid of Cardinal's Domain were left without their Cardinal. In desperation, the sector was run by a council, acting as the sector's stewards, until the Cardinal's eventual return. Upon reconnection to the gate network, they have happily stepped down and accepted a new Cardinal, appointed by the Godrealm.

Sacrosanct Conclave

To an outsider, the palace of the Trinity of Pontifices might be emblematic of the triumph of grim reality over adamant dogma. To the Paranid, however, the Conclave of the Three represents a logical conclusion to an excruciating mathematical impossibility, at long last facilitating the glorious consolidation of the realm and the unification of its people.

Spacelab

Possibly the least intentionally designed station in the known universe, Spacelab is the headquarters of the Segaris Pioneers.

Spacelab has grown organically from a once-modest research outpost, to become what is now a sprawling, connected network of laboratories, workshops and storage modules.

Questions are raised periodically as to whether all the material stored at Spacelab is, in fact, any longer useful or whether some sort of psychosocial hoarding phenomenon is in evidence.

Stellar Dynamics Observatory

This observatory was built by nomad scientists to collect readings on the star and Tide events. The nomad scientists would later mysteriously disappear around the year 807 (NT), leaving this structure behind.

Teladi Trading Station

Command Relay

Habitat Dock Area

Habitat Ring Clamp

Habitat Ring Clamp

Habitat Ring

Habitat Service Section

Habitat Storage A

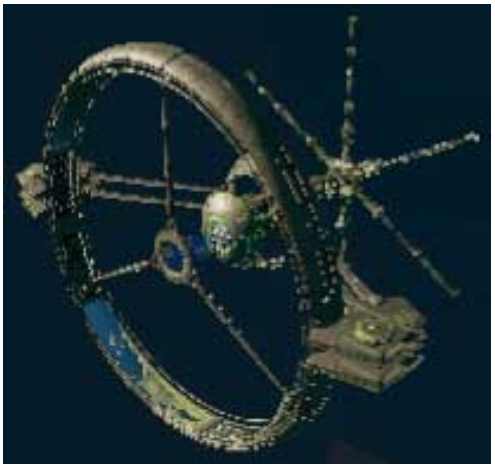
Habitat Storage B

Maintenance Area

Sensor Array

Support Structure

Ventilation



This centrally situated Teladi Trading Station serves as a hub for interstellar trade. Although the Teladi Company does not usually care much for unnecessary luxury, this station boasts a striking habitable orbital ring. The effort to maintain the ring's pleasant, planet-like biome is significant, but well worth it. Visitors are drawn from all over, and they tend to spend a lot of time on the station. The more time they spend on the ring, the more credits they spend on frivolous purchases, to the glee of the Teladi Company.

Teladi Trading Station - Bridge Module

As well as acting as secondary support for the Habitat-class superstation's primary ring, the bridge also provides high-speed

transport from the ring to the complex centre and ring extension, allowing citizens and station workers to travel around the station.

Teladi Trading Station - Centre Complex Module

Forming the heart of the Habitat-class superstation, the HCC houses most of its administrative sectors, as well as about a third of its living space.

Teladi Trading Station - Centre Ring Module

Forming the central structural support to the Habitat-class superstation's primary ring, this small ring also extends from the Habitat Centre Complex to act as an entrance to the station for any ships that wish to dock.

Teladi Trading Station - City Module

Placed in the inner-side of the Habitat-class superstation's primary ring, the city is home to thousands of citizens and station workers. When designing the station, the Teladi Company attempted to make the city suitable not just for Teladi, but for as many species as possible, and so it is not unusual to find cities with many different biomes.

Teladi Trading Station - Ring Column Module

Used primarily for structural support between a Habitat-class superstation's centre and its primary ring, this spoke-like column also holds quarters for the station's workers and inhabitants.

Teladi Trading Station - Ring Extension Module

This module extends the Habitat-class superstation so that it can support additional modules behind its primary ring. These attach to the extension module in a spoke-like fashion.

Teladi Trading Station - Trade Centre Module

These components of the Habitat-class superstation house huge trading floors where official and civilian traders can go to trade wares and produce.

Terran Jump Gate

After the rediscovery of the lost colony of Aldrin, the former United Space Command decided to establish a lasting Jump Gate connection. The commissioned Jump Gate would be the third Gate created by Terran engineering. Neptune was chosen as the location for the new Jump Gate, its distance to Earth being a compromise; close enough for trade, but far enough not to become a major safety risk. The connection served people from both sides, allowing for economic, scientific and cultural exchange after centuries of separation. Like the rest of the gate network, this connection was lost during the Jump Gate shutdown.

Even with the Second Terraformer War on hold and the Jump Gate shutdown in progress, Terran relations with the Community of Planets were still poor at best. This led the Terran High Command to set up a covert operation to re-establish a connection using the Neptune Gate. The Terrans chose to connect the Gate to an old Gate in the Brennan's Triumph system, originally destroyed during the First Terraformer War. After moving the alien Jump Gate to the far outskirts of Brennan's Triumph and repairing it, the Terrans managed to establish a connection and keep it secret for several years. After the Jump Gate in the Asteroid Belt shut down, the Neptune Gate prevented Sol from being fully disconnected from the Gate network once again. With the help of an independent

entrepreneur, the Terrans connected the outskirts of Brennan's Triumph with its core, establishing their hegemony over the system.

Tidebreak

Defence Array

Dormitory Module

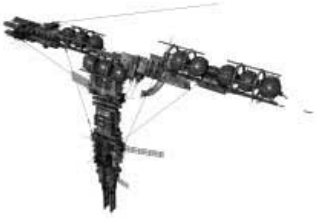
Dormitory Module

Drill Access Module

Drill Support Structure

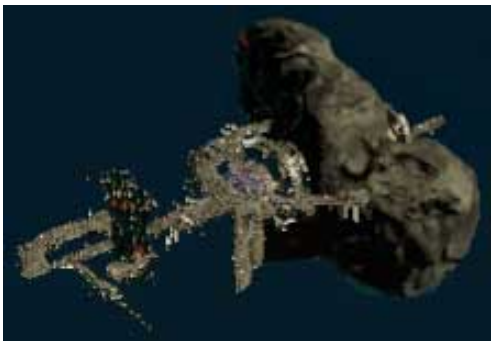
Half-Ring Dormitory

Storage Arm



Storage Arm

Storage Ring



Shortly after the first Tides devastated the Avarice system in 800 (NT), one abandoned mining facility built into an asteroid was found to be sturdy enough to withstand the Tide. The Avarice Company Ore Extraction Plant #001 soon became a shelter. It was renamed to Tidebreak and gradually developed into the station it is today. This safe haven would soon be the only remaining station in Avarice, until the Northriver Company introduced Protectyon in 818 (NT). This allowed Avarice to recycle the station wrecks and resettle the system, by building new stations protected by Protectyon Shield Generators. Now, Tidebreak is used as a trading hub from which Northriver sells the Protectyon that is required to power the Shield Generators.

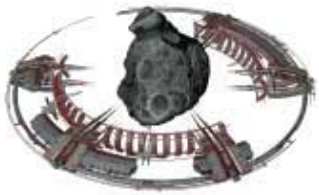
Torus Aeternal Segment #34

The Torus Aeternal was an orbital ring station encircling and guarding planet Earth until the advent of the Second Terraformer War. The structure's scale and capabilities were unprecedented within the Jump Gate network. Tethers kept the station in a stable orbit and allowed for the transportation of people and wares between the station and the planet. While the outward-facing sections were completed, many of the sections facing Earth were still under construction. This limited the number of people present on the Torus Aeternal to an estimated 1 million.

The Torus Aeternal was ultimately destroyed during the Second Terraformer War. Two Argon infiltrators, Saya Kho and Sherman Hiatu, initiated an emergency procedure known as segment-separation, during which the station separated into its 420 constituent segments and drifted into higher orbit, irrevocably destroying the Torus. This destruction of the Torus triggered all out war with the Argon Federation.

Unknown Module (Player HQ)

No information available



Woodworm Scrubs

This Ministry of Finance station serves as both an outpost facing the lawless frontier, and as a jail. It was erected after Windfall reconnected to the network, with the explicit intent to squash the criminal activity spilling out of the system. Apprehended Criminals are kept in the prison complex while they are prepared to be shipped deeper into Teladi space for their trial and sentencing. While the station's presence seems to have some effect on the local crime rate, the station's leadership seems less than capable when it comes to combating piracy in the long term.

Production Modules

Advanced Composite Production

High Tech Goods
Commonwealth (w/o Teladi)

No information available

Advanced Electronics Production

Ship Technology
Commonwealth

No information available

Antimatter Cell Production

Refined Goods
Commonwealth

No information available

Antimatter Converter Production

Ship Technology
Commonwealth

No information available

Argon Medical Supply Production

Pharmaceutical Goods
Argon

No information available

BoFu Production	**Food** **Boron**

No information available

BoGas Production	**Refined Goods** **Boron**

No information available

Boron Medical Supply Production	Pharmaceutical Goods Boron

No information available

Chelt Production	Agricultural Goods Split

No information available

Claytronics Production — **Ship Technology**
Commonwealth

No information available

Computronic Substrate Production — **High Tech Goods**
Terran

No information available

Drone Component Production

Ship Technology
Commonwealth

No information available

Energy Cell Production

Energy
Commonwealth

No information available

Engine Part Production

High Tech Goods
Commonwealth (w/o Teladi)

No information available

Field Coil Production

Ship Technology
Commonwealth

No information available

Food Ration Production	**Food** **Argon**

No information available

Graphene Production	**Refined Goods** **Commonwealth**

No information available

Hull Part Production	High Tech Goods Commonwealth (w/o Teladi)

No information available

Maja Dust Production	Pharmaceutical Goods Paranid

No information available

Maja Snail Production — **Agricultural Goods**
Paranid

No information available

Matrix Solar Panel — **Energy**
Xenon

No information available

Meat Production	Agricultural Goods Argon

No information available

Metallic Microlattice Production	High Tech Goods Terran

No information available

Microchip Production	**High Tech Goods** **Commonwealth**

No information available

Missile Component Production	**Ship Technology** **Commonwealth**

No information available

Nostrop Oil Production	**Food** **Teladi**

No information available

Paranid Medical Supply Production	**Pharmaceutical Goods** **Paranid**

No information available

Plankton Production	Agricultural Goods Boron

No information available

Plasma Conductor Production	High Tech Goods Commonwealth

No information available

Protein Paste Production	Agricultural Goods Terran

No information available

Quantum Tube Production	High Tech Goods Commonwealth

No information available

Refined Metal Production	Refined Goods Commonwealth (w/o Teladi)

No information available

Scanning Array Production	High Tech Goods Commonwealth (w/o Teladi)

No information available

Scruffin Production	Agricultural Goods Split

No information available

Shield Component Production	Ship Technology Commonwealth

No information available

Silicon Carbide Production	High Tech Goods Terran

No information available

Silicon Wafer Production	Refined Goods Commonwealth

No information available

Smart Chip Production — **Ship Technology**
Commonwealth

No information available

Soja Bean Production — **Agricultural Goods**
Paranid

No information available

Soja Husk Production — **Food**
Paranid

No information available

Spacefuel Production — **Pharmaceutical Goods**
Argon

No information available

Spaceweed Production	Pharmaceutical Goods Teladi

No information available

Spice Production	Agricultural Goods Commonwealth

No information available

Split Medical Supply Production	**Pharmaceutical Goods** **Split**

No information available

Stimulant Production	**Pharmaceutical Goods** **Terran**

No information available

Sunrise Flower Production	Agricultural Goods Teladi

No information available

Superfluid Coolant Production	Refined Goods Commonwealth

No information available

Swamp Plant Production	**Agricultural Goods** **Teladi**

No information available

Teladi Advanced Composite Production	**High Tech Goods** **Teladi**

No information available

Teladi Engine Part Production	High Tech Goods Teladi

No information available

Teladi Hull Part Production	High Tech Goods Teladi

No information available

Teladi Medical Supply Production

Pharmaceutical Goods
Teladi

No information available

Teladi Scanning Array Production

High Tech Goods
Teladi

No information available

Teladianium Production	Refined Goods Teladi

No information available

Terran Energy Cell Production	Energy Terran

No information available

Terran MRE Production — **Food**
Terran

No information available

Terran Medical Supply Production — **Pharmaceutical Goods**
Terran

No information available

Turret Component Production	Ship Technology Commonwealth

No information available

Water Production	Water Standard

No information available

Weapon Component Production

Ship Technology
Commonwealth

No information available

Wheat Production

Agricultural Goods
Argon

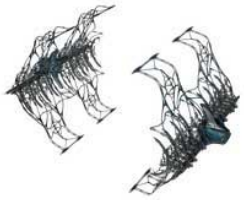
No information available

Build and Maintenance Modules

Boron Ship Fabrication Bay	Boron

S/M

L



XL

Boron Ship Maintenance Bay	Boron

S/M

L

XL

Commonwealth Ship Fabrication Bay

Commonwealth (w/o Boron)

S/M

L

XL

Commonwealth Ship Maintenance Bay

Commonwealth (w/o Boron)

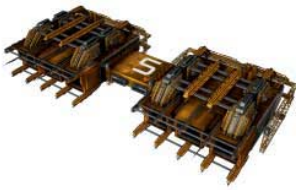
S/M

L

XL

Ship Assembly Matrix

Xenon



S

M

XL

Terran Ship Fabrication Bay

Terran

S/M

L

XL

Terran Ship Maintenance Bay

Terran

S/M

L

XL

Storage Modules

Argon Storage	**Argon**

L Container/Universal

L Liquid

L Solid

M Container

M Liquid

M Solid

S Container

S Liquid

S Solid

Universal

No information available

Boron Storage	**Boron**

L Container

L Liquid

L Solid

M Container

M Liquid

M Solid

S Container

S Liquid

S Solid

No information available

Condensate Containment Facility	**Standard**

No information available

Habitat Storage — Teladi

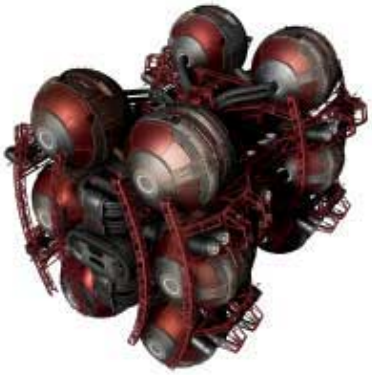
A

B

No information available

Matrix Storage — Xenon

No information available



Paranid Storage

Paranid

L Container

L Liquid

L Solid

M Container

M Liquid

M Solid

S Container

S Liquid

S Solid

No information available

Protectyon Shield Generator

Standard

The Protectyon Shield Generator was designed by the Northriver Company's Research and Development team. It is constructed in such a way that, when supplied with Protectyon condensate, it generates shielding that protects the entire station from the devastating effects of the Tide. As part of this process the Protectyon is depleted. Due to the high potency of Protectyon, and the incredible volatility inherent in such a substance, the module's design only allows for a small storage capacity.

Split Storage

Split

L Container

L Liquid

L Solid

M Container

M Liquid

M Solid

S Container

S Liquid

S Solid

No information available

Teladi Storage	**Teladi**

L Container

L Liquid

L Solid

M Container

M Liquid

M Solid

S Container

S Liquid

S Solid

No information available

Terran Storage	**Terran**

L Container

L Liquid

L Solid

M Container

M Liquid

M Solid

S Container

S Liquid

S Solid

No information available

Terran Trading Station Storage

Terran

M Container

S Liquid

No information available

Habitation Modules

Argon Habitats	**Argon**

S

M

L

No information available

Avarice Living Spires	**Argon**

S

M

L

No information available

Boron Oases

Boron

S

M

L

No information available

Paranid Domes

Paranid

S

M

L

No information available

Split Parlours

Split

S

M

L

No information available

Teladi Biomes

Teladi

S

M

L

No information available

Terran Living Quarters

Terran

S

M

L

No information available

Welfare Modules

Casino **Standard**

The Casino is a monument to excess, which will draw visitors from all parts of the Jump Gate network. With its luxurious interior, well stocked bar, and wide range of games, it is guaranteed to keep its patrons enthralled and entertained for hours on end.

Gambling Den **Standard**

The Gambling Den is a modest, but cosy, space where workers can gather to gamble away their savings after a long shift. The establishment offers tables with a wide variety of games, and a bar for people to take occasional breaks and have some refreshments.

Pheromone Art Gallery **Boron**

The Pheromone Art Gallery exhibits the most fragrant and fin-tingling pieces of art created in the Royal Academy. This is sure to attract many a Boron, but even olfactorily underequipped friends will find this well worth a visit as audiovisual supplements are provided for every piece.

Administrative and Defence Modules

Argon Administrative and Defence	**Argon**

Administrative Centre

Disc Defence Platform

Bridge Defence Platform

No information available

Boron Administrative and Defence

Boron

Administrative Centre

Disc Defence Platform

Bridge Defence Platform

No information available

Paranid Administrative Centre

Paranid

Administrative Centre Faction Capital

Disc Defence Platform

Bridge Defence Platform

No information available

Split Administrative and Defence

Split

Administrative Centre

Disc Defence Platform

Bridge Defence Platform

No information available

Teladi Administrative and Defence

Teladi

Administrative Centre

Disc Defence Platform

Bridge Defence Platform

No information available

Terran Administrative and Defence

Terran

Administrative Centre

Disc Defence Platform

Bridge Defence Platform

No information available

Xenon Base Module

Xenon

No information available

Dock and Pier Modules

Argon Piers	**Argon**

3-Dock T Pier

1-Dock Pier

3-Dock E Pier

1-Dock Short Pier

Trading Station 1-Dock Pier

No information available

Standard Docks

Commonwealth (Unless noted)

1M6S Basic Dock Area

1M6S Standard Dock Area

1M6S Luxury Dock Area

3M6S Basic Dock Area

3M6S Standard Dock Area

3M6S Luxury Dock Area

Argon 8M Luxury Dock Area

Boron 4M14S Luxury Dock Area

Terran 4M10S Luxury Dock Area

No information available

Boron Piers

Boron

4-Dock T Pier

1-Dock Pier

3-Dock E Pier

Trading Station 4-Dock Pier

Trading Station Hexa-Dock Pier

No information available

Paranid Piers

Paranid

3-Dock T Pier

1-Dock Pier

3-Dock E Pier

No information available

Split Piers

Split

3-Dock T Pier

1-Dock Pier

3-Dock E Pier

No information available

Teladi Piers

Teladi

3-Dock T Pier

1-Dock Pier

3-Dock E Pier

No information available

Terran Piers

Terran

3-Dock T Pier

1-Dock Pier

3-Dock E Pier

4-Dock T Pier

Trading Station Hexa-Dock Pier

No information available

Xenon Dock	**Xenon**

No information available

Processing Modules

Scrap Processor	**Standard**

The Jump Gate shutdown left Avarice with very limited access to resources, so stranded Argon engineers started development of various recycling facilities. One of these was the Scrap Processor; a module that takes in S- and M-sized ship wrecks to process the contained Raw Scrap into Scrap Metal, which can, in turn, be recycled into other useable resources. The first Tug ships were also developed at this time, to transport the wrecks to the Scrap Processor. Scrap Cubes were a later introduction, designed to allow larger wrecks to be packed up into blocks suitable for towing and processing.

Following the arrival of messenger drones from Sacred Relic, the people of Avarice sent out drones of their own to other disconnected systems. These drones contained blueprints for their recycling technology, in the hopes that it would be of help to others who were unfortunate enough to be stranded with no natural resources to hand. In the process, they created a local branch of the Alliance of the Word, operating out of Tidebreak. With the first Jump Gate reconnection in 825 (NT), the Alliance of the Word moved to its own station in Windfall.

Scrap Recycler

Commonwealth

The Jump Gate shutdown left Avarice with very limited access to resources, so stranded Argon engineers started development of various recycling facilities. The Scrap Recycler was designed to process Scrap Metal into usable resources, converting it into Hull Parts and Claytronics in alternating production cycles.

Following the arrival of messenger drones from Sacred Relic, the people of Avarice sent out drones of their own to other disconnected systems. These drones contained blueprints for their recycling technology, in the hopes that it would be of help to others who were unfortunate enough to be stranded with no natural resources to hand. In the process, they created a local branch of the Alliance of the Word, operating out of Tidebreak. With the first Jump Gate reconnection in 825 (NT), the Alliance of the Word moved to its own station in Windfall.

Terran Scrap Recycler

Terran

The Jump Gate shutdown left Avarice with very limited access to resources, so stranded Argon engineers started development of various recycling facilities. The Scrap Recycler was designed to process Scrap Metal into usable resources, converting it into Hull Parts and Claytronics in alternating production cycles.

Following the arrival of messenger drones from Sacred Relic, the people of Avarice sent out drones of their own to other disconnected systems. These drones contained blueprints for their recycling technology, in the hopes that it would be of help to others who were

unfortunate enough to be stranded with no natural resources to hand. In the process, they created a local branch of the Alliance of the Word, operating out of Tidebreak. With the first Jump Gate reconnection in 825 (NT), the Alliance of the Word moved to its own station in Windfall.

Upon receiving blueprints for the Scrap Recycler, the Segaris Pioneers modified them to be compatible with their Terran economy. Instead of converting Scrap Metal to Hull Parts and Claytronics, their variant produced Silicon Carbide and Computronic Substrate in the same alternating fashion.

Structure and Other Modules

Argon Connection Modules	Argon

Arc Connection Structure 01

Base Connection Structure 01

Base Connection Structure 02

Base Connection Structure 02

Cross Connection Structure 01

Cross Connection Structure 02

Cross Connection Structure 02

L Connection Structure 01

T Connection Structure 01

Vertical Connection Structure 01

Vertical Connection Structure 02

No information available

Boron Connection Modules	**Boron**

Base Connection

Base Connection

Base Connection

Base Connection Structure 04

Base Connection Structure 05

Y Connection Structure 01

Hex Connection Structure 01

Vertical Connection Structure 01

Vertical Connection Structure 02

No information available

Observation Modules	**Standard**

Conservatory Observation

Pavilion Observation Deck

Penthouse Observation

Deck *Deck*

No information available

Paranid Connection Modules

Paranid

Base Connection Structure 01

Base Connection Structure 02

Base Connection Structure 03

Cross Connection Structure 01

Cross Connection Structure 02

Y Connection Structure 01

Vertical Connection

Vertical Connection

Structure 01 *Structure 02*

No information available

Radar Modules — Standard

No information available

Split Connection Modules — Split

Base Connection Structure 01

Base Connection Structure 02

Base Connection Structure 03

Cross Connection Structure 01

Vertical Connection Structure 01

Vertical Connection Structure 02

No information available

Teladi Connection Modules

Teladi

Base Connection Structure 01

Base Connection Structure 02

Base Connection Structure 03

Cross Connection

Vertical Connection

Vertical Connection

Structure 01 *Structure 01* *Structure 02*

No information available

Terran Connection Modules

Terran

Base Connection Structure 01

Base Connection Structure 02

Base Connection Structure 03

Cross Connection Structure 01

Vertical Connection Structure 01

Vertical Connection Structure 02

No information available

Venture Base Modules

Shared

Venture Base Connection Structure 01

Venture Base Connection Structure 02

Venture Base Connection Structure 03

Venture Cross Connection Structure 01

Venture Vertical Connection Structure 01

Venture Vertical Connection Structure 02

S/M Venture Sendoff Dock

L/XL Venture Sendoff Dock

Venture Platform

No information available

SYSTEMS, SECTORS, AND TERRAFORMING

Systems and Sectors

Adventure's Promise — **Neutral**

Video footage of kilometre-long Sohnen vessels in this area of space was soon revealed as an optical illusion by principal UAP investigator Mich Vest of the Argon Federation. However, due to the initial hype surrounding the footage, this sector has both deterred regular prospectors from exploration and attracted adventure-seekers. The true nature of this sector, its resources, and its strategic relevance is yet to be evaluated.

Antigone Memorial — **Antigone Republic**

Once an Argon Federation border system that survived one of the worst Xenon incursions in Argon history, Antigone Memorial made it through the shutdown through the sheer willpower of its people, who banded together and unified in order to make sure their beloved home did not once again become crippled by such dark times.

It now serves as the capital of the fledgling Antigone Republic and has seen a long stretch of peace and growth due to its distance from both major Xenon threats and the Holy Order of the Pontifex.

Argon Prime — **Argon Federation**

Colonised by the survivors of the First Terraformer War, the Sonra system is seen by many as the birthplace of modern Argon

civilization and culture. Renamed from Sonra to R. Gunne to commemorate the hero of the First Terraformer War, then to Argon Prime, the system has served as the capital of the Federation for all of its five hundred and eighty-four years. As such, the fourth planet, also called Argon Prime, is steeped in history, and even despite the Jump Gate shutdown, the system once again thrives on a strong trading and tourist economy.

Atiya's Misfortune	**Xenon**

In the Terrans' attempts to expand beyond their borders in the latter days of the Terran Conflict, systems such as Toride and Atiya's Misfortune became beacons of hope for a race that was lost and broken. However, scared and on the run, the Terrans did not properly scout their colony locations. While Toride's fate is still unknown, Atiya's Misfortune was quickly discovered to contain a heavy Xenon presence, forcing the Terrans to flee once more.

Argon and Paranid scouts have since been able to map out most of the system, in the hope that one day the Xenon can be cleared out.

Atiya's Misfortune I

This sector holds the last known location of the single capital ship that carried the Terran settlers to Atiya's Misfortune, the Inquisitors' Wrath. It was here that the Terrans are said to have first run into the Xenon threat that forced them to flee the system, with the Inquisitors' Wrath almost immediately destroyed as smaller combat ships and transporters fled the burning wreck of the M1 Tokyo-class carrier.

So heavy is the Xenon presence in this sector that no Argon or Paranid scout has been able to recover a full report of the area.

Atiya's Misfortune III

Though stories of what happened in Atiya's Misfortune are yet to be confirmed, with no trace of the Terran colonisation attempt left by the Xenon, it is said that the Terrans' escape from the system was made possible by two highly skilled fighter pilots, Darayavahush and Atiya Hakim.

When Atiya was killed as the two pilots, the last to leave the system, fled, Darayavahush - her twin - fell into a deep state of bitterness and depression, disappearing from society and travelling the Jump Gate network, as it was before the shutdown, never to be seen again.

Terraforming: Beyond the Frontier

Atiya's Misfortune e

Atiya's Misfortune e. This planet is absolutely perfect for settling down on if you like hourly earthquakes, not breathing and being on fire. (Don't worry, it's a dry heat.) The heavy Xenon presence in space is just the cherry on top.

Why would you even try to make this a liveable world when there is so much lower hanging fruit out there? Well, I could quote several inspirational quotes at you, but in the end it boils down to this: you would become legendary. A hero in your own lifetime, and well beyond.

Atreus' Clouds	**Queendom of Boron**

When the Jump Gates began to shut down in 778 NT, many sectors were caught unawares, with both inhabitants and visitors unable to

return home. Due to a stroke of luck, or depending on who one might ask, divine intervention, Atreus' Clouds was among a handful of Boron systems that remained connected to the wider Jump Gate network for several years, before finally becoming isolated themselves. During this time, when the Dark had not yet fully settled in, the planet Jamshala, also called "Tethys" by the Argon, became a major hub for the Community of Planets' repatriation efforts.

Since the thought of being permanently cut off from each other terrified the communal Boron, word went out to all distant colonies to return to one of the core worlds. Jamshala, with its history of multi-species cooperation, emerged as the obvious choice for those communities who wanted to retain some of their off-world individuality. It was not only Boron who heeded the call to safety, however, and Jamshala's marvellous floating cities are still populated by the descendants of those who opted to stay, or had nowhere else to go.

Avarice	**Riptide Rakers**

Some time before the Jump Gate shutdown, the Avarice system was sold by its original owner, a Teladi business, because it turned out to be a poor investment. The new owner, a company which acquired it comparatively cheaply, initially managed to turn a profit from this unexceptional system. After the network shut down, however, the company was unable to trade with other systems, and soon fell apart. Its assets were redistributed to help the people of Avarice cope with their new situation.

Nowadays, the system's most outstanding, and devastatingly dangerous, feature is the Tide phenomenon. This first manifested itself in the year 800 (NT), and brought with it an increase in stellar output. This first Tide occurred without prior warning and caught the Riptide Rakers unawares, decimating large parts of their population and leaving chaos in its wake. The people of Avarice would

eventually learn how to endure the destructive force, but it remains ever-present. Life has adapted to the extraordinary phenomenon, with the inhabitants even learning to use the increased solar output to power efficient recycling systems and fuel their unique economy. Although the Riptide Rakers do trade with other groups, visitors from outside the system are a fairly rare occurrence, deterred by both the Tide phenomenon and the need to travel through pirate-infested space to reach Avarice.

Avarice I

Initially, the Riptide Rakers were not the only denizens of the Avarice system. They used to share it with a community of wandering scientists, who became stranded when the system was cut off from the gate network. Not much is known about these enigmatic but peaceful nomads, since they mostly kept themselves to themselves. What is known, however, is that they were intensely focussed on researching the Tide phenomenon once it emerged. They conducted experiments and took measurements in the furthest reaches of Avarice, far from Tidebreak and the shelter it offered. Many of them lost their lives to the Tide in the pursuit of knowledge. Eventually, when the Riptide Rakers had not heard from the nomadic scientists for several weeks on end, they realised that the group had disappeared entirely. The scientists left behind only a few research instruments, and a ship prototype that the Riptide Rakers would later claim for themselves. Attempts by the Rakers to pick up where the scientists' research left off, or to make use of the equipment they left behind, have ultimately proven fruitless. Between the relentlessly recurring Tide and the attentions of desperate scrappers, most traces of their existence have long since been dismantled.

Avarice IV

The impact of the first Tide took most of the inhabitants of the Avarice system by surprise. Many ships were destroyed outright, and

the repeated waves would quickly also take their toll on larger, more fortified, constructions such as stations. The only object that turned out to be capable of withstanding the Tide was an abandoned mining facility which had been drilled into the side of a massive asteroid in Avarice IV, and which the Riptide Rakers soon repurposed as an austere but functional shelter. The majority of the inhabitants of Avarice flocked to this place of sanctuary, which became known as Tidebreak, leaving vast regions of the system uninhabited. Since the people living in Tidebreak could not venture far from their safe haven, the population lived in poverty and had to make do with scraps, and whatever resources they could gather in the intervals between Tides.

For a long time, Tidebreak was the only reliable shelter from the Tide's forces. This only changed when new technology appeared, seemingly out of nowhere. A new substance began to be distributed by the hitherto completely unknown Northriver Company. This substance, called Protectyon, has unique properties that allow it to be used as fuel by the Riptide Rakers, to create protective shields powerful enough to withstand the intense stellar energy pulsing through Avarice. Thanks to this technology, the entirety of the Avarice system has since been reclaimed. In order to provide continuous protection, the new shield generators have to be regularly resupplied with small quantities of Protectyon, an incredibly rare and expensive substance. Stations which cannot afford to pay are left to fend for themselves and the people on these unprotected stations then fall victim to the Tide. The Northriver Company, being the sole supplier, has grown incredibly rich and powerful as a result, and while the conditions in Avarice have improved considerably since Protectyon was introduced, the situation remains incredibly volatile.

Avarice V: Dead End

The whole of Avarice is plagued by repeated thermal pulses, emitted by the star at the heart of the system. The resulting waves of stellar

particles ripping through the system are colloquially referred to by the local inhabitants as "the Tide". Despite the great speed at which the Tide advances, it takes a few moments to engulf the entirety of the system. Avarice V is the sector furthest away from the centre of the system and, as such, is afforded some advanced warning of its approach; other sectors are hit at barely a moment's notice.

Another notable feature of Avarice as a whole, but especially this rather remote sector, is that it plays host to an unusually large number of space-time anomalies. These anomalies began to appear during the latter half of the system's period of isolation, but their number seems to have grown significantly since the gate resumed its function. Whether the increase in the number of anomalies was triggered by the reconnection to the Jump Gate network, was caused by some sort of inherent instability of the system, was in some way connected to the emergence of the Tide, or was even entirely coincidental, is a topic of much debate amongst scientists and scholars.

Barren Shores	**Queendom of Boron**

Once a bustling trade colony, Barren Shores was most notable for being a reliable source of ore. The system's exports would find their way to the furthest reaches of the commonwealth. Unobstructed, streamlined trade was of such importance that scientists carried out a project to move a Jump Gate away from an inconveniently located belt of asteroids. This was done to optimise travel times, exemplifying Boron ingenuity and their commitment to not only further scientific progress, but also to reach out to the network's peoples as best they could.

Unfortunately for its residents, the system suffered gravely from being disconnected. While initially ore was plentiful, the system lacked many of the other materials that were required to maintain a healthy economy. As the years passed the deposits of ore began to

deplete. With no alternative source, the system now threatens to become truly barren. Some of the more spiritually-minded inhabitants cannot help but wonder whether the administrator who initially named the system had some sort of prophetic insight into what could come to pass.

Today, many Boron have abandoned space for the relative comfort of the nearby planet of Menehune. The Provinces Adrift administration attempted to ship planet-bound resources into orbit, to aid the failing economy, but it became painfully clear that they were missing the infrastructure and manpower for even such a comparatively trivial task. Transporting resources off-planet is becoming a more and more unattractive proposition with each passing day, as more Boron give up on their aspirations of interstellar habitation. Impressive feats of scientific ingenuity, such as moving a Jump Gate, have long become unthinkable as the last remaining inhabitants struggle to support themselves in their daily lives.

Black Hole Sun	**Argon Federation**

A famous hub of technical expertise before the Jump Gate shutdown, thanks largely to the people stationed there to stop the influx of Xenon activity from neighbouring Xenon Sector 472, Black Hole Sun now enjoys an extended era of peace. Still, its people have remained busy, attempting to build a self-sufficient community in case history repeats itself.

Though the system finds itself cut off from Argon Federation space by the Antigone Republic, a constant stream of supplies pours into the area, with the Federation desperate to show that no colony of theirs will be left to fend for itself.

Black Hole Sun IV

When the system was disconnected from the other Argon Federation territories, it became apparent to those in charge that the Argon military supply chain was more fragile than previously presumed. Black Hole Sun IV's economy was built on resupplying the military and serving as a trading hub, so it inevitably faltered. Less prominently, it was also a hub for engineers developing new ships. During the shutdown, focus was shifted almost exclusively to research and development. Lacking steady income, many companies overextended in the hopes of selling their ship designs to the Argon Federation once contact was re-established. For some the gamble paid off, but many others went bankrupt.

Black Hole Sun V

While the Black Hole Sun system found itself in a comparatively stable situation after the Jump Gate shutdown, thanks to the cessation of Xenon incursions, the people of this sector are still subject to frequent piracy. Before the shutdown, pirates used to go out of their way to take upon themselves the arduous journey into the system, enticed by the rich pickings its remote position and instability provided. Nowadays, cut off from the other Argon systems and situated in close proximity to Teladi space, this sector makes for an even more attractive target.

Terraforming: Show of Support

Hades

Black Hole Sun is an exclave of the Argon Federation, separated from the core systems by the Antigone Republic. The Argon Federation is working hard to show that they support all of their colonies, especially remote ones like this

one. As a symbol of this, they want to make this system more stable by enabling planetside habitation.

Brennan's Triumph — Segaris Pioneers

Originally connected to Earth via a Jump Gate, Brennan's Triumph's most significant planet, Taurus, was the first planet outside the Sol system to be colonised by human explorers. When they lost contact with Earth, most of these settlers would eventually travel further into the gate network to establish a government in Argon Prime.

After the system's invasion and the tragic razing of Taurus during the First Terraformer War, the surviving colonists fled, leaving the system uninhabited. When the Xenon were pushed out of the system, Brennan's Triumph became a haven for piracy - most notably the organised slave trade - much to the dismay of the Argon Federation, who repeatedly attempted to put an end to this criminal activity. While the Argon Federation failed to regain control of the system, the Jump Gate shutdown would prove disastrous for the resident pirate groups. Since their economy relied exclusively on raiding neighbouring system, it completely collapsed when those systems became inaccessible.

When the Terran government established a new connection between Neptune and Brennan's Triumph, they sent the Pioneer Initiative in to colonise the system. Now, the Segaris Pioneers are happy to have claimed it for themselves, despite its troubled history.

Bright Promise — Teladi Company

Although the Teladi have been increasing their presence in this system for a long time now, it has only become one of their main trading hubs after the Jump Gate realignment. Its relatively close

proximity to Argon, Godrealm and Split systems offers a wealth of opportunities for trade and profits. So, it comes as no surprise that the system's promise of a bright future makes it a valuable point of entry for many newly established enterprises looking to step up and gain a foothold in the Commonwealth. Due to this situation, it has become synonymous with entrepreneurial optimism in the face of what is too often a bleak universe.

Cardinal's Domain	**Godrealm of the Paranid**

Cardinal's Domain was a historical seat of power for the Second Duchy. Given its historical significance, the Priest King presiding over this sector still maintains the title "Cardinal" despite it having fallen out of use elsewhere in the Godrealm. Due to its link to the Second Duchy, both the Godrealm of the Paranid, and the Holy Order of the Pontifex have laid claim to Cardinal's Domain.

Given its proximity to the pirate sector Moo-Kye's Revenge, it may be wondered how the Paranid can live with this threat on their doorstep. It turns out that the Cardinal has established an uneasy truce with the pirates, limiting their engagements to only minor skirmishes. While this might seem out of character for the Paranid, it may be explained by a leaked internal communication which refers to "the pirate problem" as a "mindless defensive barrier" against other enemies.

Cardinal's Redress	**Holy Order of the Pontifex**

When the Gates shut down, the Cardinal of the Second Duchy of the Paranid found himself marooned in a lesser known system of the Paranid Empire, which he had been invited to in order to give spiritual guidance to the colonists. In the wake of the cataclysmic shutdown, the local isolated Paranid population turned towards the

Cardinal as their new leader, and Cardinal's Redress was established as the interim capital of the Second Duchy. He led them well, and the resident Paranid would see the system be reconnected to the greater Paranid realm.

However, tensions arose when they were confronted by the fervent Holy Order, who would not tolerate another religious authority that did not follow their Pontifex's teachings. The Cardinal did something almost unthinkable when he converted and stepped down from his leadership duties. In doing so, he avoided otherwise-certain conflict and saved countless lives. This decision did not go down well with the Godrealm, who, upon learning of his betrayal, put a considerable bounty on his head.

CEO's Doubt	**Teladi Company**

While no Teladi would ever describe their sector as a backwater, it is unlikely that any of them would describe CEO's Doubt as a major commercial centre either. Despite this, the local inhabitants make the most of their situation by offering a greater range of wares and activities than one might otherwise assume from a sector of this size and traffic.

CEO's Doubt is also the home of Zusilas Towisaris Yalos IX, famous for their express delivery service around the sector.

Circle of Deceit	**Neutral**

Known for its unusually high density of spaceship and orbital station wreckage, this sector appears to have been an old battleground. The reason for the supposed battle or battles remains unclear, since the only resource even remotely worth fighting over is its methane-

helium cloud. It is quite possible that the sector held strategic importance when its two dormant Jump Gates were still operational.

Company Regard	**Teladi Company**

A new star system only discovered after the Jump Gate realignment, Company Regard represents an opportunity for the Teladi Company to build an entirely new colony from scratch, as well as giving them the only access to the overrun colony of Scale Plate Green.

Though a small number of military staff and crew have moved into the system to help control Xenon incursions from Scale Plate Green, proper colonisation work in Company Regard has been slow, as no habitable planets and no mineral or gas regions have yet been discovered.

Duke's Awakening	**Duke's Buccaneers**

Note: Formerly Nopilios' Fortune

Formerly known as Nopileos' Fortune, this system is where a majority of the refugees from the Xenon-ravaged Scale Plate Green found their new home. Its proximity to some of the network's main trading nodes proved vital for the survival of the pilgrim community in the early days following their arduous journey. It has since become a neutral ground between traders and adventure-seekers of all factions and races, guaranteeing a wide range of individual freedoms.

In remembrance of the terrors that had been forever ingrained in their collective memory, an unwritten agreement was struck between the various syndicates, outfits and corporations of this region: in the face of external threats, all internal conflict is to be forgotten. Though at first this pact garnered little attention from the rest of the post-

realignment Community, its more recent profit-oriented amendments have certainly begun to raise concerns.

Duke's Awakening II

No information Available.

Duke's Awakening VI

As of late, any such newcomers would have to make arrangements with the Pirate Duke Reborn and his faithful band of insurgents, who have selected this location as an ideal base of operations for their invasions into Paranid territory.

Eighteen Billion	**Teladi Company**

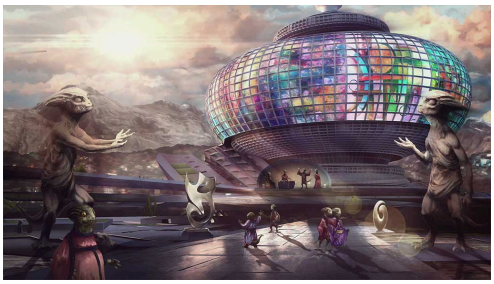
This sector is named after a financial incident caused by the famous Teladi Isemados Sibasomos Nopileos IV in Company Pride. During his studies, Nopileos programmed an AutoBroker, which made a quick profit of 18 billion Credits on the stock market. Knowing that excess profits made before he turned 16 would be taken by the Teladi Company as payment for his education, Nopileos instead donated this money to a charity supporting Boron orphans. While the charity received more Credits than the Queendom of Boron's annual budget, Nopileos was expelled for hiding money from the Teladi Company. To this day, the Teladi are still astonished by the great achievement of an underling, but similarly shocked by the altruistic use of this capital. Following in Nopileos's steps, small groups of Teladi in this sector try to live by his example.

A later marketing endeavour by the Teladi Company tried to tie the sector's name to the alleged 18 billion Teladi casualties in the first

great Xenon conflict. The Teladi Company still claims that the sector's name is referring to this incident.

Terraforming: It's Eighteen Billion Credits

Eighteen Billion c



Contrary to official statements by the Teladi Company, the name of the system refers to a historical and, to them, very embarrassing charitable donation by one Isemados Sibasomos Nopileos IV. Some Teladi still hold her idealistic motives dear, though, and try to live by her example.

They are currently looking to enlist a like-minded, charitable person to establish affordable living conditions on the planet. They can't offer much in the way of payment, but is a good deed not its own reward?

Eleventh Hour	**Argon Federation**

An outpost colonised by the Argon refugees who got cut off from the Federation when the Jump Gates ceased to function. Its proximity to Split territory, small size, and its inherent vulnerability, make it a primary target for any Split family looking for easily obtained slave labour. Since the realignment, those Argon citizens who have not yet been captured or killed by the Split have widely started fleeing the system, looking towards the stability and security the Argon Federation can provide them. Many of these refugees are forced to leave behind everything they possess when they set out for safety. Only very few stoic or brave pioneers remain behind to face the encroaching Split.

Emperor's Pride — Xenon

As the result of a disastrous encounter with a spatial anomaly, a Split expedition led by Mo t'Knt, a direct descendant of Thuruk, Patriarch of all Split, found themselves far away from their empire. Despite the considerable distance from the rest of the Split systems, they were able to build up a truly special, and impressively wealthy, community, in which they shared their riches freely. They made the green planet their home. Perhaps it was the great distance from the Split Empire, and other families' petty conflicts that made them grow peaceful and complacent.

Their dropped guard, and distance to the greater Split realm, would ultimately be their undoing, when Paranid hard-line religious fanatics invaded the system in pursuit of its abundant resources. They drove out or killed all of the Split colonists. But, as is so often the case, these invaders too, were not meant to last. Shortly before the gate shutdown, they were unexpectedly besieged by Xenon forces, and when the Godrealm of the Paranid was finally able to re-establish a connection, the scouts found the system devoid of their brethren.

Emperor's Pride IV

No Data Available.

Emperor's Pride VI

No Data Available.

Family Kritt — Zyarth Patriarchy

Historically Family Njy

This system was once home to the ferocious family Njy, allies to the Patriarch of all Split, Rhonkar. Family Njy had a reputation of using ruthlessly ambitious tactics to gain any advantage over their adversaries. They often rigged their ships' engines with explosive devices to inflict coordinated damage on their opponents' carriers when they came into range. It was not uncommon for the crews stationed on the rigged ships to be oblivious to their strategies. Incredibly successful at first, their conduct eventually alienated them from their fellow Split families. When Patriarch Zyarth's fleet approached their Gate, Family Njy realised too late that they stood alone. They were succeeded by the family Kritt, who were careful to not repeat their predecessors' mistake. They swore fealty to the new Patriarch of all Split, Zyarth, and made an effort to reach out to other families residing in the system.

Family Nhuut **Zyarth Patriarchy**

This sector is the home to Family Nhuut, a very powerful family that has risen to prominence only recently. They are notable for displaying a very militaristic and expansionist attitude, even for Split standards. They ruthlessly take over smaller families, and fold them into their own military, which is ceaselessly growing. Patriarch Zyarth has arranged an uneasy alliance with Nhuut, and heavily relies on their military backing to scare the smaller families into obedience. Many wonder if Zyarth would be able to reign in the Nhuut Family should these underlying tensions ever explode to the surface, or if his reckless reliance on them as his enforcers might lead to his undoing.

Family Tkr **Free Families**

Home of the Family Tkr, who have long been held in low esteem by other Split families. They were held responsible for an incident on

their shipyard, which left over five hundred Split dead in its wake. This caused a loss of honor, and the other families quickly turned their backs. Additionally, the destruction of the shipyard left their economy crippled. They would have faded away, were it not for the Patriarch of all Split at the time recognising the value of an indebted and fragile family in close proximity to Teladi systems. The Family Tkr was offered protection from the other families by the Patriarch as long as they supplied him with slaves and resources from outside Split space. Split politics are a chaotic affair, and the historic records are muddled, but some scholars have proposed theories that the shipyard incident might not have been an accident, but targeted sabotage, to keep an ambitious family in line.

More recently, Patriarch Zyarth has made significant efforts to fold Family Tkr back into his empire. He recognised that despite their lowly status they are a still an important factor in the Split hierarchy, and losing their support would shake up the fragile dynamics of power.

Family Zhin	**Zyarth Patriarchy**

Ruled at the time by the Patriarch Dhiok, this sector was plunged into a state of perpetual turmoil during the Jump Gate shutdown. Ambitious lesser families used the fact that Dhiok was cut off from the Patriarch of all Split's main domain to their advantage, and staged a siege on the regent Patriarch's seat of power. They chose to starve him out because Dhiok's defences were heavily fortified. To the besiegers, it was apparent that a direct attack on the station would lead to severe casualties on both sides, and was not a certain victory. But eventually, they grew restless and bored. The Patriarch of Family Zhin, leader of the revolt, feared that his coup would soon lose momentum, so he stepped up to challenge the regent to single combat in order to end the stalemate. Worried that he would dishonour himself and lose the support of the remaining loyal Split

families, Patriarch Dhiok had no choice but to accept. The duel was swiftly carried out, and resulted in Zhin assuming control.

When the Jump Gates reconnected, and Zhin was approached by Patriarch Zyarth, he was initially hesitant to relinquish sovereignty, but soon realised that his military would not stand a chance against the combined forces of Patriarchs Zyarth and Nhuut. Cautious not to repeat his predecessor's arrogant mistake, he yielded to Patriarch Zyarth to maintain a modicum of authority and power within the patriarchal structure.

Faulty Logic	**Xenon**

Historically Emperor Mines

Having had less direct contact with the Xenon than other races, and with their superior understanding of mathematics, the Paranid have always tolerated artificial intelligence more than other races. However, after the loss of Emperor Mines - now called Faulty Logic - they also know the risks that come with it, having seen one of their most secure systems overrun through a Xenon logic bomb. While every Paranid ship lay paralysed in space, the Xenon wiped them out. Many Paranid have since begun to wonder whether their tolerance for the machines has made them susceptible to further assault.

Faulty Logic I

After the initial Xenon assault on Emperor Mines, and with as many civilians rescued as possible, Olmanckarsat turned their attention to protecting other core Paranid systems from the Xenon invasion.

Calling in reinforcements from Paranid Prime, Olmanckarsat headed straight for Xenon Sector 101, predicting that the Xenon had

launched everything they had at Emperor Mines. The Xenon were quick to follow the fleet back through the Jump Gate and Olmanckarsat immediately ordered the destruction of the Jump Gate on the other side. The Paranid fleet were trapped in Xenon territory, presumably destroyed, but Paranid space was safe.

Faulty Logic VII

When the North Gate of Emperor Mines opened up into Xenon Sector 101, the Paranid core systems were caught completely off-guard. The Xenon struck with lightning speed, crippling all Paranid defences within minutes and systematically wiping out everything in-system.

It was only due to the quick thinking of Olmanckarsat, a Paranid fleet commander, that any escape was possible at all.

Recognising that the crippled Paranid fleet could do very little against a superior enemy, Olmanckarsat ordered the Paranid to instead kite the enemy away from stations and civilian traffic, destroying small pockets of Xenon before moving on to the next target.

Fires of Defeat	**Free Families**

This system has always represented a gateway to the Split empire, due to it being the access point to various important families. Ever since the time of the reign of Thuruk, Patriarch of all Split, generations of Split have spilled blood in attempts to gain or hold control over the system. Most recently, it has become the main theatre in the conflict between Patriarch Zyarth and the Free Families. When the gates reconnected, the Free Families turned this system into its first line of defence against Zyarth. Patriarch Zyarth,

however, is pushing into that space, and recently won a historic battle, delivering a crippling blow to the Free Families.

Freedom's Reach	**Neutral**

While Freedom's Reach is not the origin of racing, for a long time its name was synonymous with the sport; a location where aspiring young pilots would dream of flying to test their mettle against the best the universe had to offer.

Due to its proximity to the lawless pirate sectors, losses for the races climbed steadily as they became more popular. This led to a collapse of the sport from which Freedom's Reach has not recovered. There are frequent rumours of racing making a comeback, but so far they have not materialised. In the time since, a research station has been set up to observe the sector, which has provided several major breakthroughs in the field of interplanetary propulsion.

Frontier Edge	**Neutral**

Frontier Edge was newly discovered after the Gates reactivated. Several factions have shown an interest in the system, most notably because it is home to an uninhabited planet. While this planet has not yet received a full resource survey, it seems to be fertile ground for colonisation. The system is being mapped out at rather a slow pace, in part because traversing it can be tedious at times due to its high asteroid density, but also because scout ships disappear with alarming regularity.

Terraforming: On the Edge

Messner

This beautiful planet is already almost perfect for life as we know it. The biggest problem isn't actually planetside, but in space: the nearby Xenon are a constant threat and have thus far been an effective deterrent to any kind of settlement effort. Perhaps someone with enough military clout to throw around could convince the Antigone Senate to greenlight immigration as soon as infrastructure exists.

Gaian Prophecy	**Segaris Pioneers**

Gaian Prophecy was first discovered by Pioneer Initiative explorers venturing out of Brennan's Triumph. Soon after its discovery, it became a refuge for those Segaris Pioneers who were looking for a relatively secluded place to settle; this location fit the bill, as it was the only system in their territory which did not directly border any of the other established factions. More recently, as trade relations between the Antigone Republic and the Terran Protectorate have stabilised, the system has registered an increase in trade ships passing through on the way to their destinations.

The name of the system derives from its principle planet, Sutton, on which Pioneer scientists were able to observe many of the basic conditions that make colonisation possible. Initially, many Pioneers had hoped they had found a new home for their people on this Earth-analogue, but settling the planet turned out to be a much greater challenge than expected.

Getsu Fune

Neutral

Before the shutdown of the Jump Gates, Getsu Fune was widely regarded as the crown jewel of the Community of Planets' newfound cooperation. This naively romantic assessment disregards the history of unease that followed the system's discovery by a legendary adventurer. Her sudden fame bestowed upon the system an unexpected and unprecedented surge in intergalactic attention. The prospect of inadvertently falling behind eventually pressured all major factions to ignore the threats lurking in this remote area of the network and construct large stations to stake their own claims. The fortunate beneficiaries of this peculiar arrangement were the many explorers that followed the spirit of the system's original discovery, and who now had a straightforward way to outfit their ships with state-of-the-art equipment and software from all major factions. During a period of interim administration, in which the Argon company TerraCorp set out to improve the system's infrastructure with new accelerator technology, Getsu Fune was hit by the repercussions of the collapsing Gate network, and all contact was subsequently lost.

After the Jump Gate realignment, the system was once again found to be barren and initially provided a bleak outlook on the current chances of peaceful coexistence. However, recent analysis of the many drifting station wrecks has produced matching signs of a meticulous deconstruction of the key structures, which might well point towards a joint effort between the system's many diverse inhabitants. The purpose of this undertaking, which likely took place shortly after the shutdown, and the whereabouts of the settlers, are yet to be determined.

Terraforming: Low Hanging Fruit

Getsu Fune

Several problems, not obvious to the casual observer, make habitation on this planet difficult. Nonetheless, it's an attractive prospect for citizens of the Antigone Republic, and they would surely be very grateful if someone were to take care of the aforementioned difficulties for them.

Grand Exchange	**Teladi Company**

Shortly before the Jump Gate shutdown, when Gates would sporadically swap between active and inactive, in some systems on a daily bases, scientists across all races began to notice a worrying number of warp anomalies across all of Grand Exchange. Before they could be properly investigated, however, the Jump Gates to the system shut down completely.

When the Gates reopened, scientists were quick to notice anomalies reappearing, though none as intense or frequent as previously. Though many resources have been dedicated to solving the mystery, none have yet been able to work out what is causing the anomalies.

Grand Exchange I

This sector is notable for the fact that before the Jump Gate network went down, experts observed an unusually high number of active warp anomalies in the area. The high frequency of such occurrences could indicate an inherent instability in this region of space that might prove dangerous someday. If, however, science could learn to harness this cosmic volatility, the practical applications of this phenomenon would be sure to change space travel significantly. For

this reason, the sector remains a point of interest to scientists, and experiments are occasionally conducted, even though the intensity and frequency of anomalies seems to have decreased significantly over time.

Grand Exchange III

The Teladi species' long lifespan and previous experience of being cut off from their homeworld allowed them a uniquely sedate perspective on the Jump Gate shutdown. Nevertheless, being denied access to other systems for trading purposes, and the resulting lack of profits, weighed heavily on their collective psyche. Long before the shutdown, the Teladi Company's board of directors drafted a comprehensive dossier of business rules to act as a guide to the Chairmen supervising their systems. These business rules covered, among other things, how to conduct business in case of such a disruptive contingency. Following these guidelines, the Company was able to scale down business to meet demand and minimise loss by making redundancies. Some of the Teladi workforce who found themselves jobless as a result, would eventually join the ranks of the Scale Plate Pact.

Grand Exchange IV

Goldminer's Dream, this system's primary planet, is home to the Teladi Company's main financial centre. The system's namesake skyscraper, 'The Grand Exchange', is used to coordinate trade throughout the universe. While repeated Kha'ak attacks and the Jump Gate shutdown temporarily slowed down communication, regular activity was eventually resumed.

The Grand Exchange skyscraper constitutes a potential critical vulnerability which, if exploited by hostile entities, could debilitate the economy. However, the Teladi Company is well aware of this, and

has put insurmountable protections into place to safeguard the heart of their financial empire.

Great Reef	**Queendom of Boron**

This former major Queendom colony has evolved from a ship construction hub to the seat of the temporary Provinces Adrift government. From here, the makeshift alliance of various local political figures is trying to keep its Boron charges alive. Although this interim government does enjoy the trust of its citizens, many Boron have given up on trying to make a living in space. Instead, many have chosen to settle down on the local Planet of Nakshatra. This drain of manpower has put an additional strain on the Provinces Adrift's already severely weakened economy.

Despite the state of their economy, the Boron of Great Reef are trying unwaveringly to maintain a baseline of ship production. To this end, the administration has begun a cooperation with Atreus Shipbuilding Currents. Although smaller vessels are built with somewhat frequent regularity, the Boron are still struggling to reliably maintain a shipyard.

Before the system's connection to the Queendom was severed, piracy was a serious issue. Raids on the ships entering and leaving this space were constant. Thankfully, and somewhat counterintuitively, the frequency of Boron pirate attacks has significantly decreased during the period of isolation. The question of whether the cause of this development can be traced back to a significant decrease of attractive targets, or if it is yet another display of inherent Boron solidarity in the face of adversity, is as yet unsettled.

Guiding Star

Argon Federation

Initially, the Argon Federation rushed to claim this system for its resources in anticipation of a potential conflict with the Terran Navy. At first, the colonists were wary of the vulnerability their remote position brought with it, but since those early stages of settlement, they managed to developed a sizeable industry, capable of sustaining and defending the system despite the distance to the heart of the Federation.

This self-reliance would prove critical when the Jump Gates disrupted the exchange of supplies between Guiding Star and the rest of the Federation. It also gave the colonists a fighting chance against Split families looking to gain a foothold in the system and enslaving its inhabitants.

Guiding Star V

No Data Available.

Guiding Star VII

No Data Available.

Hatikvah's Choice

Argon Federation
Hatikhah Free League

Placed on the highway construction known as The Ring, Hatikvah's Choice is home to both the Hatikvah Free League and many Federation citizens, and is one of the busiest systems in Argon space. Even without a habitable planet - consisting instead of several nebulae, an asteroid field and a colossal gas giant - the

system continues to flourish. Its position on the Ring, while increasing the risk of incursions, also facilitates military intervention by the neighbouring Argon Federation, and anchors the system as an economic community that is perhaps more closely intertwined with the network's trade routes than any other.

Hatikvah's Choice I
Hatikhah Free League

Lying in the shadow of a massive gas giant, this sector is the home of the Hatikvah Free League, which set out during the Jump Gate shutdown and their subsequent realignment to find a new home for themselves, settling in this sector.

As the home of these settlers, and to many Argon Federation citizens wishing to profit from the quickly growing economy, this sector has one of the highest populations in Argon space.

Hatikvah's Choice III
Argon Federation

After accepting that the Hatikvah Free League had first right to colonisation in Hatikvah's Choice I after their long trek across the Jump Gate network, the Argon Federation quickly explored other areas of the system in order to their dire need for more space as more and more Jump Gates reconnected to the network. This sector was believed to hold the most promise for a colony, located deep in the systems asteroid field and with plenty of space for expansion.

Hatikvah's Faith	**Neutral**

As with so many other neighbouring sectors, Hatikvah's Faith suffered greatly from the Xenon conflict, leaving it empty of life until

long after the war had concluded. The Xenon's destruction of a neighbouring system, by causing its twin suns to go nova, resulted in several sectors being uninhabitable for a long time. In the time since, intrepid, or sometimes desperate, colonists have attempted to rebuild civilisation. As in other sectors with similar stories, this has bred a community of stoic individuals, fiercely loyal to those who have given their lives in the past, and constantly trying to build a better future.

Heart of Acrimony	**Free Families** **Neutral**

A system of great significance to the Free Families. While they have made an effort to distance themselves from the imperialist patriarchal structures of old, the Free Families still hold with the tradition of honouring their fallen Patriarchs. In a show of deference, they host a funeral procession, which is usually only attended by family members and most distinguished guests. At the culmination of the ceremony, a funeral ship is sent through an otherwise deactivated accelerator.

Due to its relative distance to the Zyarth Patriarchy, this system is also a gathering place for various factions opposed to Zyarth's patriarchal rule.

Heart of Acrimony I: The Boneyard

Neutral

Hidden behind a Split funeral accelerator lies The Boneyard. Shrouded in silence, it is the tranquil resting place of many of the great Patriarchs. The living are not meant to interfere with their final slumber, and yet this sector lies at the heart of a conspiracy to topple the current ways of Split society.

Heart of Acrimony II

Free Families

No Data Available.

Heretic's End	**Neutral** **Hatikvah Free League** **Player Headquarters**

Originally discovered and claimed by the Paranid, Heretic's End became one of the most famous systems in the Jump Gate network after the building and activation of the Earth Gate and the massive battle between the Kha'ak and combined Terran and Commonwealth forces. While Sol remained connected to the Jump Gate network, Heretic's End remained under heavy Terran protection, but when it became obvious that Jump Gates were failing too quickly for the connection to possibly remain stable, the system was swiftly abandoned, fading back into obscurity. Now, it serves as a backwater colony that holds only interest to pirates and smugglers.

Hewa's Twin	**Teladi Company**

Hewa's Twin may be the most widely, if not most thoroughly, explored system in Teladi territory, but has been somewhat crippled economically by its Jump Gate connection to Trinity Sanctum, separating it and Company Regard from the rest of Teladi space.

The Paranids' differing views on what is legal and illegal sometimes makes it difficult for the Teladi Company to ferry supplies to citizens on both sides of the blockade. This however represents an interesting opportunity for smugglers, which the Scale Plate Pact pirates, who hide their headquarters somewhere in this system, have all too happily jumped on.

Hewa's Twin I

The sector closest to the planet Ak within the Hewa's Twin system, this is perhaps the only sector in the system that can be regarded as truly 'busy'. Home to one of the Teladi Company's early prototype Habitat-class superstations, it sees regular traffic both from the planet surface and the neighbouring Trinity Sanctum system, and also has the highest population of the system. This makes the sector the closest thing to a trading hub the Teladi Company can ask for, while they try to convince the Godrealm of the Paranid to allow wares such as spaceweed through Paranid space.

Hewa's Twin II

This sector is home to a few pockets of natural resources and a largely unexplored space that sees traffic heading towards the more profitable Hewa's Twin V or military vessels headed to Company Regard.

Even though the sector does not hold much future economic value, it is on the traffic lane towards Ak and remains a beautiful area of space, and as such the Teladi Company have marked it as a possible tourist and rest-and-relaxation destination to be developed in the near future.

Hewa's Twin III

Set against a backdrop of blue-green nebulae, this has been one of the sectors hardest hit by the Paranid blockade of Teladi goods being ferried across Trinity Sanctum. Too far away from the planet Ak to receive direct supply, the sector is often seen as a sector to travel through, as opposed to stay in.

It can sometimes see a lot of traffic, particularly from miners on their way to Hewa's Twin V, but the sector holds a low population and, as

such, the Teladi Company are targeting it for development in the future.

Hewa's Twin IV: The Cove

When it became obvious that the Godrealm of the Paranid would not simply let the Teladi Company transport wares such as spaceweed through Trinity Sanctum to Teladi space surrounding it, the Scale Plate Pact quickly jumped at the opportunity to smuggle these wares through the system instead, taking them not just to Teladi space, but further to Argon and Paranid territory too.

These operations made it necessary to set up a base of operations on the quieter side of the blockade, and The Cove, explored but not claimed by the Teladi Company, presented the perfect place for this headquarters.

Hewa's Twin V

This sector has been earmarked by the Teladi Company as a potentially lucrative asteroid field and is located on the very outskirts of the solar region of Ak. It is famed for the discovery of a data slab found while exploring the sector, reading in eggspeak, "This is the gateway to adventure's promise. Have fun! ISNF."

Though Teladi who live on Ak itself have little reason to travel this far out, there is a small and growing community of miners and farmers that have made their home here because of the security and room for development.

Holy Vision

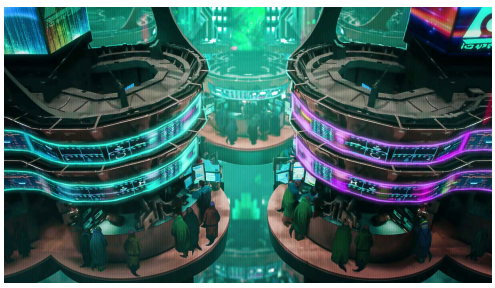
Holy Order of the Pontifex

Holy Vision has become the heart of the Holy Order of the Pontifex. It supplies the Holy Order with the means to defend itself against the Xenon threat, and a significant amount of resources to promote their Paranid faith. The system derives its name from the vision of a united Paranid announced by the Pontifex Maximus Haereticus (name not supported by Holy Order). It was in this system that the Pontifex broadcast his presence and intentions to the wider Paranid society, decreed that all Paranid are welcome to convert and join the Holy Order of the Pontifex, and declared the crusade against the Godrealm of the Paranid.

Ianamus Zura

Teladi Company

The once long-lost home system of the Teladi, Ianamus Zura once again faces a key moment in its history, acting after the Jump Gate shutdown as the buffer between Teladi space and the Xenon.



Though there is less activity from Matrix #451 than other Xenon-occupied territories in the Jump Gate network, memories of the conflict in Scale Plate Green and PTNI Headquarters are still fresh in many Teladi minds, and they are determined to defend their home from the wrath of the machines. As such, it is heavily defended by both defence stations and a contingent of the Teladi fleet.

Ianamus Zura IV

The area around this sector's Gate used to be the main point from which trading goods, produced on the farming planet Ianamus Zura, were shipped off to be sold in various markets throughout the universe. Ministry of Finance patrols are always trying to keep business peaceful. However, since the Gate shutdown, the Ministry of Finance's main focus has changed significantly. Instead of fighting off corporate corruption and protecting the legitimacy of the Credit as a universal currency, they now put their focus on guarding the space around the gate, to make sure the Xenon do not invade Teladi space.

Ianamus Zura VII

The Teladi homeworld of Ianamus Zura was long lost to the spacefaring Teladi people. As a result, a few cultural and economic aberrations can be observed between the two groups. Whereas the entirety of the spacefaring Teladi population is female, Ianamus Zura is notable for being home to both male and female Teladi. The presence of Teladi males results in a stronger, more supportive family network. This allows for more individual downtime. That time is spent, more often than not, in the pursuit of arts and philosophy, which their spacefaring cousins have very little patience for. The Ianamus Zura governing system is more akin to a parliamentary democracy than the Teladi Company's corporate structure.

Since Ianamus Zura's connection to the rest of the universe was severed for a long time, the Gate shutdown did not affect its inhabitants as severely. In fact, the planet thrived in isolation. When it was reconnected again, these Teladi found themselves in close proximity to Xenon. They were not well-equipped to deal with such an imminent threat, but with assistance from the Ministry of Finance they were eventually able to adapt to the new reality, after some initial struggles.

Kingdom End	**Queendom of Boron**

Although decades of isolation have taken their toll, this Boron core system has lost little of its former glory. Kingdom End not only prides itself on the spectacular array of trade wares and services available on its stations, but also on the hospitality and security it provides to anyone willing to make the journey. Many a weary traveller has been moved to quiet contemplation by this system's beguiling aura of tranquillity.

Nishala, the second innermost planet of the star Eo, is the birthplace of the Boron species and seat of government of the Queendom of Boron. Historical data suggests that during the onset of the Dark, roughly three quarters of the entire Boron population lived in the oceans that dominate this planet. Since then, that proportion has only increased.

Kingdom End I

This is where the Boron head of state resides when not presiding over Nishala's parliament, at least officially. In the past, Boron monarchs have exercised varied whims when it comes to their preferred location of the court. Lash, the Arbiter King, famously expanded the stations in this sector, intending to move the entire seat of government off-planet, whereas the short reign of Laodamas the Unfortunate was characterised by absence altogether.

The current monarch, Queen Polypheides, is known to take a rather active role in politics, and can often be found travelling the realm, holding audiences on her flagship, the Eleius' Vigilance.

Reflected Stars

When the first messenger drone from Sacred Relic reached Kingdom End, the Boron were overjoyed to finally re-establish communications with the lost Paranid systems. Following the highly detailed instructions contained in the long-distance messenger drone's data storage, a communications hub was constructed in Reflected Stars. Mere months later, the first Boron messenger drones began their journey across the galaxy towards Sacred Relic and Argon Prime. As far as most Boron historians are concerned, it was on this day that the Queendom of Boron officially joined the Alliance of the Word.

In 808 NT, the local Jump Gate reactivated, which concluded Kingdom End's period of complete isolation. Though the local "bubble", as the Boron called it, remained modest in size for the time being, this event at least gave the Queendom a sorely needed influx of resources, and the first physical pathway to reconnect with other Boron worlds. It was also seen as a good omen for Princess Celeus' birth later that same year. The resulting great expectations would ultimately define her entire political career.

Towering Wave

Once the limited Jump Gate network around Kingdom End had stabilised, the Boron were faced with the challenge of reintegrating the recovered planets, Jamshala and Ayeshma, into the Queendom's diminished economy. At the same time, the Boron tendency towards discovery and xenophilia gave rise to a popular movement advocating for a revitalisation of the Jump Gate research project, which had been discontinued to preserve resources during the time of isolation. Aided by the energetic, yet mediating, presence of Polypheides, who had barely been Queen for half a decade by that point, the parliament on Nishala unanimously passed this radical resolution.

The next message drone sent towards Sacred Relic laid out the Queendom's plans to experiment on, and ultimately reactivate, the Kingdom End Jump Gate. Over the following years, the towering wave of optimism and excitement slowly subsided, as the scientists involved became aware that the scope of this goal would in all likelihood exceed not only their own lifespans, but those of the next generation as well. Not only were they apparently lacking a crucial piece of insight, unobtainable at their current technological level, but they also realised that gathering the energy required for a proper attempt at opening the Jump Gate would drain the Queendom of resources to the point of risking economic collapse. This was a sacrifice neither they nor Queen Polypheides were willing to make.

As such, parliament decided that modest, yet steady, contributions to the Kingdom End Jump Gate installation were to be made a fundamental part of the Queendom's regular expenditures. Apart from regular systems checks and test transmissions, experiments were put on hold until a sufficient threshold could be achieved; even if no Boron currently alive would be there to witness it.

Lasting Vengeance	**Holy Order of the Pontifex**

Once situated on the uncharted outskirts of the New Duchy sectors, Lasting Vengeance became known as a safe haven for smugglers, marauders and other entrepreneurial types who wished to do business in Paranid and Split territory. Behind the various pirate leaders was a guiding hand, the self-proclaimed Pirate Duke who, faced with the sudden collapse of all outside communication, harnessed the indomitable spirit of his followers and led them towards colonisation. As the years passed by after the shutdown, the once-warlike Buccaneers became content with their new purpose, while Lasting Vengeance similarly flourished in an era of relative peace and prosperity. Few remember when the dreaded armaments of Duke's Haven and its fleet fell silent for the last time.

What happened to the pirate operation in the years that followed remains unknown. It is said that when the Holy Order prospectors traversed the sector's Gate on the day of its realignment, desperate for new resources for their starving empire, all they encountered was a sea of ruin.

Leap of Faith	**Neutral**

Leap of Faith is not connected to the network via jump gates, and the exact location of the system within the known universe remains uncertain. The system is only accessible through a specific anomaly, which appears to be temporarily stabilised by Avarice's tide phenomenon. The system was first discovered by a group of resourceful nomadic scientists, who happened upon it by accident while conducting research in Avarice. It was designated "Leap of Faith" because there was no way for them to determine the destination before they entered the anomaly. Despite the system being completely isolated, it appears that it was once inhabited. The scientists came across the enigmatic remnants of a station that was clearly not built by any of the known commonwealth races. The question of whether this station was built to monitor the natural phenomenon occurring within the system, or for other, more nebulous, reasons remains as yet unanswered.

Litany of Fury	**Godrealm of the Paranid**

After the shutdown of the Jump Gates, the isolated Paranid in this region of space believed themselves outcast and cursed for some cardinal sin, and learned to shun the place that, legend had it, housed the Pontifex's lingering wrath. Only the most devout of the priesthood regularly wandered into the vicinity of the fiery blasts to commune with the Pontifex's presence and receive holy visions of the last moments before their people's violent separation from the

rest of the empire. Upon returning from their journeys of deep and troubled contemplation, they would endow gracious gifts upon their brethren: long forgotten rituals and reconstructed holy writs from the old days, which the inward-looking parishes would invoke for their own protection. However, this delicate arrangement was overthrown when an increased frequency of Xenon incursions began disturbing the pilgrimages to sacred communion. With no voice to guide them, the parishes had no choice but to band together and flee through the Litany of Fury, as out of crimson skies a gate appeared that led them back into the fold of their long-lost brethren. They soon found that, in contrast to the Gate network, the empire had never unravelled, and that Priest Emperor Xaar would require their utmost dedication to defend these farthest reaches of the realm against the incursion.

Litany of Fury IX

Over time, the Paranid pilgrims that were forced to settle in the vicinity of the Litany of Fury, as they reverentially titled the regular discharges of the system's sun, developed increasingly ambitious technology to shield themselves from the potential dangers of radiation. At first they experimented with austere, spatially efficient housing complexes in the crevices of tethered asteroids. At some point, while deconstructing a freighter to attach its life-support systems to one of these asteroids, the ordained priest engineers found that they could modify its shield generator output, significantly lessening the protection from physical impact but at the same time greatly expanding the shield coverage; a discovery which they believed would consecrate their settlements against the metaphysical threats present in the system. Over the following two decades, more and more station complexes sprang up that used this adaptation of shield technology to facilitate the construction of large, specialised screen modules able to protect their habitation units. Even though the threat of radiation has since been disproven to a certain extent, there is no doubt that these sprawling heaps of metal served to distract the invading Xenon during the Jump Gate realignment, buying the system's inhabitants enough time to escape.

Litany of Fury XII

During the glorious reconquest of Litany of Fury, it quickly became apparent that the Xenon incursion originated from far beyond the reaches of any ordinary Paranid warship. The commanding Prior Admiral ordered his staff to engineer a solution, and in a spur of lateral thinking uncommon for the Paranid, one of them declared a grand proposition that would ultimately bring the conflict to its decisive conclusion. The fleet's resources were immediately pooled to retrofit a construction vessel that was originally reserved for setting up the system's Defence Platform, and the monstrously armed result was sent off into the void in the direction of the presumed origin of the Xenon attacks. Upon arrival, the oversized construction vessel, in a display of artful Paranid ingenuity, blossomed into a Superhighway Gate. With their main advantage of distance removed from the equation, and an endless stream of holy fervour pouring from the new sector entry point, the Xenon and their production facilities were quickly eliminated.

Loomanckstrat's Legacy	**Neutral** **Scale Plate Pact**

This sector has had a turbulent history since long before its first discovery, despite being on the far edge of the Garenisk Void, a large area of space entirely devoid of stars. When it was first discovered, there were remnants of an ancient space battle, which provided fertile ground for archaeology expeditions, both by the original Boron discoverers and by their Argon allies. In the time since, however, the more peaceful inhabitants were forced out by pirates, who held the sector until the gate network collapse.

When this sector was reconnected, a small free port was set up, ostensibly as a trading hub to be run independently from all other factions. Due to the pirate history of this sector, however, travel here should not be considered lightly. Whether the violence in this sector

has once again reached its previous high level or not, has yet to be determined.

Matrix #9 **Xenon**

Not much has been recorded about this system. Rarely do ships venture this far into Xenon space, and it is even more rare that they return to share their findings. For this reason, little is known about the planet contained within it. While it appears to be a planet barren of vegetation, some suspect it to be rich in ore, hidden beneath the surface layers. Despite these speculations, no one dares go near it, since trying to settle it would surely result in being targeted by the Xenon.

Matrix #79B **Xenon**

Matrix #79B has been the cause of much bewilderment among the post-realignment Community, and to Alliance of the Word scholars especially. As far as the cartographers can tell, it was never encountered before the Gates reconnected. It does not appear in any official documentation or corporate travel logs. Yet, when the network stabilised and the Argon Federation sent out scouts to survey the adjacent systems for activity, not only did they find a heavy Xenon presence, but also the remnants of vast structures stretching throughout the system. Surprisingly, these networks do not seem to be of Xenon origin, and raise the question of what exactly happened in this system.

Matrix #101 **Xenon**

Matrix #101 was long thought of as a Xenon stronghold, due to the increased Xenon activity in the area. However, this was soon disproved when excursions by the Argon Expeditionary forces managed to establish that the sector had a large number of wrecked ships but, apart from those guarding it, little Xenon activity.

There are many, often conflicting, theories about the nature of Matrix #101, the leading one being that the Xenon attempt to salvage all resources they can, and use this sector as a stockpile of those parts for future use. Some, however, ascribe more sentimental reasons to this, believing that the Xenon themselves have developed a soul, or belief of one, and are doing this to mourn their fallen brethren.

Matrix #451 **Xenon**

After the Teladi Company had reconnected with Ianamus Zura, they sent out a fleet of scouts to seek potential new trade partners and re-establish old business relationships. It took the fleet some time before they encountered the Xenon that were operating deep within this system, far from the Gate. The scouts soon came to the realisation that they were surrounded by hostile forces, and at that point they were far from any reinforcements. Their natural flight instinct came to the fore and they hastily retreated towards the Gate that lead back to their homeworld. Many ships were picked off by intercepting Xenon along the way, but a few ships made it back. Unfortunately, their failed exploration drew the Xenon closer to the Jump Gate, and Xenon attacks have now become a common occurrence.

Matrix #598 **Xenon**

The Xenon presence in this system has long been the source of conflict within Split society. Opinions on how to deal with them differ widely between Patriarchs. Some welcome the challenge of battling such a viciously dangerous foe; others are frustrated at the fact that it seems impossible to win the war and eradicate the self-replicating machines in their entirety. They hold the belief that there is no honour in killing a thing without consciousness. Patriarch Zyarth recognises the Xenon in this system as a tool to put pressure on other Patriarchs and secure their obedience. Additionally, his vast experience in engaging the Xenon proved helpful to him when the time came to subjugate his rival Patriarchs in combat.

Memory of Profit **Teladi Company**

Historically PTNI Headquarters

Savaged by the same incursion that saw Scale Plate Green occupied by the Xenon, Memory of Profit was once an economic stronghold of the Teladi Company, even housing the headquarters of Nividium Mining and Manufacturing Corporation (PTNI). Though Teladi and Argon forces, and even a small contingent of Split ships, desperately tried to hold both systems, PTNI Headquarters was eventually lost.

When the Jump Gates came back on line, Teladi Scouts from Eighteen Billion quickly recognised the signs of the conflict, and when they found no trace of Xenon activity within the system, immediately set about on a recolonization effort.

Memory of Profit IX

Hanging in low orbit of Haarii, a Teladi Company executive wished to see the sector and entire system recolonised after it was rediscovered during the Jump Gate realignment.

Well-connected and relatively secure from all major threats in the Jump Gate network, this sector was a perfect target for a colonisation program, for the Teladi Company to prove that despite the hardship the Teladi had faced in the wake of recent historical events, they were still united and strong, and able to generate a profit.

Memory of Profit X

With an impressive view of the planet Ikssaar and its moon, Haarri, this sector has only recently been claimed by the Teladi Company and is yet to be thoroughly explored.

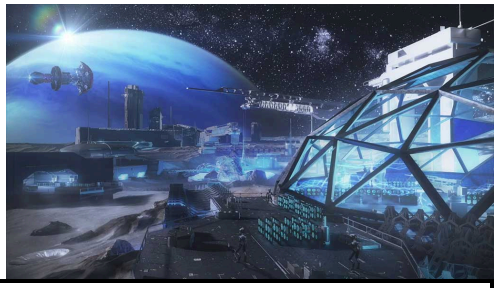
The Teladi Company hope to turn the sector into a haven for farming and agriculture, but have first focused on clearing the area of wreckage left behind by the Xenon invasion prior to the Jump Gate shutdown.

Colonisation of the sector is currently slow, though its relative security gives the Company confidence that the situation will improve.

Terraforming: Memory of Profit

Memory of Profit

This former economic powerhouse is under-performing. Data suggests that nostalgia can increase profits by up to seven percent, so the board has approved a bounty on reinvigorating the local economy. The reward is exclusive rights to supply local workshops with precious metal.



Menelaus' Oasis

Queendom of Boron

This system is named after Princess Menelaus, who used it as a personal retreat on her visits to the Boron colonies in the distant "south east" of the old Jump Gate network. However, as the surrounding systems became more conflict-prone, particularly because of the border with the war-like Split, the location was eventually deemed too unsafe for the heir apparent to the Boron throne. Instead, the Boron parliament appointed a royal council to oversee the ever-growing resource shipments to this fledgling part of the Queendom.

When the Jump Gates began to shut down, Menelaus' Oasis was among the first of the Boron systems to lose their connection to their capital in Kingdom End. Thanks in no small part to the royal council's already well-advanced efforts to import Nishala's flora and fauna, the population of the local planet, Ayeshma, endured, and since its rediscovery, it has once again become a popular tourist destination.

Mists of Artemis

Neutral

This mysterious space, dotted with resource-rich asteroids, attracts adventurers, pirates, and miners, drawn by its strategic significance and the promise of ancient secrets. Despite the allure, the nebula's interference with technology makes navigation perilous, turning the Mists of Artemis into a double-edged sword of immense wealth and dangerous unpredictability.

Mi Ton's Refuge — **Neutral**
Scale Plate Pact

The eradication of pirates from Mi Ton's Refuge has been proposed at least four times now, due to the terror that they inflict on local shipping, but every time the idea has been shot down, occasionally literally. Whether this speaks of corruption or fear, nobody is willing to say. Despite originally being a peaceful Boron sector, this has now become one of the most infamous and feared places in the known universe.

Mitsuno's Remembrance — **Quettanauts**

Rumours abound about the origins of Mitsuno's Remembrance, whispered tales of lost civilisations and fabled treasures hidden within its cosmic depths. Some speak of strange anomalies that defy explanation, while others tell of encounters with beings from beyond the stars, their intentions veiled in mystery.

At the heart of Mitsuno's Remembrance lies the legacy of Grandmother, a figure revered by the inhabitants of the system. Though little is documented about her, her presence is felt in every corner, from the ancient monuments that dot the landscape to the customs and traditions passed down through generations.

Mitsuno's Defiance

According to local history, it was only as a result of the defiance of Mitsuno that the Quettanauts were founded, leading to the naming of this sector. It is not recorded who Mitsuno is, nor what precisely occurred. However, the name is uttered with reverence, and often followed by the phrase "Lost in the dark, found in the light."

Mitsuno's Revelation

Situated near the entrance to a nebula, Mitsuno's Revelation provides a glimpse into the area that was settled by the enigmatic Quettanauts. The looming proximity of Ygon Alpha dominates everything in this sector, providing the feeling of an ever-watching presence, which some locals and visitors alike nevertheless find comforting.

Mitsuno's Sacrifice

At the heart of the Mitsuno's Remembrance system lies Mitsuno's Sacrifice. It is unclear from records whether this is the home of the Grandmother figure that comes up so frequently, or whether she is even anything more than a mythical figurehead to unite the disparate people that make up the Quettanauts.

Moo-Kye's Revenge

Neutral
Scale Plate Pact

At one point, a brave pilot placed a beacon near the gate to Moo-Kye's Revenge warning passing pilots to stay well clear for fear of pirates. Before the pilot had even got home, it had been destroyed, and replaced with a similar broadcast, advertising the illicit activities and wares available within the sector. Needless to say, only a handful of those that give into this temptation make it back out to tell the tale.

Morning Star

Argon Federation

One of the dozen Argon outposts destroyed during the First Xenon Conflict, Morning Star was only rediscovered after the most recent

Jump Gate realignment, with archaeologists still uncovering many of the homes and factories laid to waste by the Terraformers during that conflict.

Though the Argon Federation has begun the process of resettling the system, work has been slow, as there have always been higher priorities for investment among the more strongly contested border sectors. Naturally, this did not prevent independent Argon entrepreneurs from establishing their own businesses in the vacant space(meaning in the void of space as opposed to on the planet) of Morning Star, and today the system is bustling with civilian traffic.

Morning Star III

This is a quiet sector, situated on the edge of the sphere of influence belonging to Morning Star III. It is sparsely populated and its traffic usually consists of those travelling from the planet to other Argon systems and mining ships on their way to the asteroid fields above Morning Star III.

Morning Star IV

Lying in the shadow of Morning Star IV, this sector is located in an asteroid field orbiting the satellite; a popular location for miners looking to exploit the rich yields of ore, silicon and ice to be found throughout.

Another sector that is not heavily populated in of itself, Morning Star IV is likely to see heavy development in coming years as the Federation tries further to grow its economy by building more refinement facilities directly in mineral regions themselves, generating more trade within the sector.

Nopileos' Fortune — Neutral

Note: May become Duke's Awakening

Named after the patron of Teladi adventurousness, this system is where a majority of the refugees from the Xenon-ravaged Scale Plate Green found their new home. Its proximity to some of the network's main trading nodes proved vital for the survival of the pilgrim community in the early days following their arduous journey. Nopileos' Fortune has since become a neutral ground between traders and adventure-seekers of all factions and races, guaranteeing a wide range of individual freedoms.

In remembrance of the terrors that had been forever ingrained in their collective memory, an unwritten agreement was struck between the various syndicates, outfits and corporations of this region: in the face of external threats, all internal conflict is to be forgotten. Though at first this pact garnered little attention from the rest of the post-realignment Community, its more recent profit-oriented amendments have certainly begun to raise concerns.

Nopileos' Fortune II

After mysterious hints by a certain non-profit organisation appeared around the outskirts of Hewa's Twin soon after the Jump Gate realignment, some Teladi took it upon themselves to search the network and document any and all further clues they could find in the official publications that had just begun to spring up as part of the Explorers Guild portfolio. When one particularly excitable individual claimed to have found strange and intricate markings on asteroids in an as yet unclaimed gateway system, the hunt was on. For some time, it became commonplace for young Teladi to make a trip to the hunting grounds at least once and add their exaggerated discovery stories to their culture's collective memory.

Unfortunately, it was inevitable that at some point an entomologist would visit the sector and, with great regret, inform the treasure hunters that the asteroid markings, while spectacularly well preserved and absolutely invaluable to the scientific community, were left by migrating spacefly swarms which had burrowed their way out of these asteroids to begin their search for a new home.

The sudden wave of disappointment quenched the spirit of adventure and rapidly depopulated the system, save for a handful of colonies which had already been established by especially eager prospectors who weren't too keen on voiding the fruits of their commitment just yet. Over time, these settlements grew, and as the original reason for their arrival faded into utter insignificance, some members of the communities whose livelihoods were founded on the detritus of a system-wide treasure hunt realised that, through them, whoever left those initial hints all over the network had already achieved their goal. Years after the rush, a convoy of refugees from Scale Plate Green would arrive in the largely abandoned space, already charted meticulously and filled with decrepit stations, to make their home.

Nopileos' Fortune VI

Despite its easily accessible location and large amounts of passing traffic, this gateway sector has rarely turned heads. An exception came when Teladi prospectors, seeking to expand the thriving mining business in Grand Exchange, discovered bountiful asteroid fields in the far distance, and subsequently began to campaign for the installation of a superhighway to reach these promising areas deeper within the system. Apart from this interlude, the sector always seemed to lie dormant, just waiting for ambitious entrepreneurs or military masterminds to establish themselves in the almost depressingly empty and barren, yet calm and inviting vastness of its space.

Nopileos' Memorial

Neutral
Scale Plate Pact

In the past, Nopileos' Memorial was known as a bustling cosmopolitan centre for commerce. During a major Xenon conflict, the sector suffered extensive damage and was left in ruins in the wake of devastating experimental Xenon weaponry. Since that unfortunate time, the inhabitants have slowly started returning to Nopileos' Memorial, and a resilient and hardy mining community has grown up around it.

Due to its strategic location for trade, and its ongoing rebuilding, the sector has become infamous for its connection with smuggling. Whispered rumours abound about ties to the Paranid jewellery cartels, and tales are rife of the elusive smuggler, Lidya Halter, known as "The Ghost".

Ocean of Fantasy

Queendom of Boron

This Boron system suffered widespread devastation during a Xenon offensive. Many of its inhabitants were able to flee, but those unlucky enough to be caught on the planet Samsara perished before they had a chance to react. Both the planet, and the wider Boron population, were left devastated in the wake of the Xenon assault.

Eventually, when the Xenon forces moved on, the Queendom was able to reclaim the system for themselves and pick up the pieces. The system held no strategic significance, nor was it particularly resource-rich. This has led to a great deal of speculation and confusion among the Boron on whether this historic tragedy was a calculated attack or pure happenstance. One theory is that the Xenon seemed to target the planet specifically, causing such unnecessary suffering to these Boron, just in order to conduct initial tests on their experimental planet-killer weapon; a weapon which

they would go on to use to great effect later, in the Second Xenon Conflict.

Once the Boron had rebuilt, Ocean of Fantasy was transformed into a successful hub for farming and mining. The revival initiative was launched by Atreus Shipbuilding Currents, who were looking to establish more branches in the known network. Although the influx of trade revitalised the system, the scarred planet remained an inhospitable memorial to those who had lost their lives.

The cessation of trade brought about by the system's isolation caused ship production to come to a complete halt. Only after the formation of the Provinces Adrift, were attempts made to resume shipyard operations. However, ever-prevalent ware shortages were further amplified when Kha'ak raids started to harass defenceless trade ships trying to deliver critical supplies. These raids went largely unanswered, as the Provinces Adrift were struggling to allocate enough patrols to cover all of their systems.

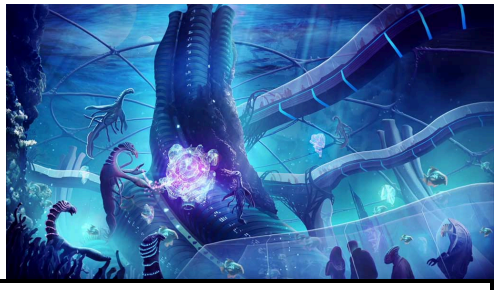
In an attempt to protect themselves from these raids, several upstanding members of the community came together to organise a grassroots initiative. Traders organised themselves to conduct their trade runs in larger numbers. Nila Ti, a vocal proponent of the initiative, had posited that this would make them less attractive targets. Unfortunately, however, her hypothesis proved to be incorrect, and several such convoys went missing or were destroyed. Eventually, the Boron gave up on trying to maintain Ocean of Fantasy's shipyard and the focus shifted. All ship building was now consolidated into Great Reef. Not only is it situated more centrally within Provinces territory, but producing all ships in one system also makes the system easier to patrol and protect from Kha'ak invaders.

Terraforming: Rising from the Ashes

Ocean of Fantasy

Decades ago, this formerly lush planet was devastated during the test firing of an experimental Xenon weapon. It will be hugely

expensive and require enormous effort, but we have a plan that will restore this world to its former beauty.



Open Market **Teladi Company**

Open Market is a system which accommodates some of the most remote trading outposts of the Teladi Company. The traders who made this system their home, are notoriously tough, and ruthless. This can be attributed to their close proximity to the Split families, and the lawlessness and piracy surrounding them. When Jump Gates shut down, the Teladi in this system were left to their own devices, and their conduct shifted further away from that of the regular Teladi Company. In order to survive the isolation, they increased trade with the Split and tailored their supply to the Split's needs for labour. Upon reconnecting with the larger Commonwealth, many Teladi from outside the system voiced their unease about their connection to the slave trade.

Ore Belt **Neutral**

This abandoned mining outpost was once surrounded by a dense field of resource-rich asteroids. After the deposits were exhausted, and shortly before the Fall of the Gates that preceded the period known as The Dark, the settlement was deserted, leaving its scant population of outlaws and their descendants in a dire situation. Of the former mineral wealth, little remains.

Path to Profit

Teladi Company

This system was only recently discovered and charted by the Teladi Company. The company did not hesitate to send out fleets of builders to claim the system when they first came across it, even before it was properly surveyed. They did so because they feared the possibility of a potential second Gate connecting this system to another faction who would lose no time claiming this system. Despite the rather hasty rush into uncertain territory, the risk seems to have paid off and the Teladi Company have established another avenue for profit.

Pious Mists

Godrealm of the Paranid

While Paranid society has historically met others with distrust, generally preferring to keep to themselves, the ramifications of the Gate shutdown have forced them into closer contact with the other races, and facilitated unrest amongst the different Paranid denominations. As part of the highway network, this system is at the forefront of both of these developments. Due to its proximity to Holy Order space, it is often considered to be the major staging ground of the Paranid conflict.

While Pious Mists was disconnected from the other Paranid systems, an ambitious Duke tried to crown himself Pontifex in a bid for regional power. However, his subjects quickly and violently overthrew him and held out hope for a swift reconnection. When that connection was once again established, they were welcomed back into the greater Godrealm of the Paranid with open arms.

Pious Mists II

In 803 NT, the Alliance of the Word recorded the Jump Gate connection from this previously unexplored sector to Sacred Relic as the first to reopen after the Gate Shutdown. For nearly twenty years, the Gate network would unpredictably disconnect and reroute gates before it stabilised. During this time, developing this sector was a risky undertaking. All expeditions had to be self-sufficient, as they could not rely on the Gate to remain open once they passed through. Additionally, Accelerators had to be set up to reach required resources far from the Jump Gate. Nevertheless, the Paranid took that risk and sent expeditions into this system. They were arguably well-rewarded, as the expeditions helped later development and the sector turned into an important crossroads in the Gate network.

Pious Mists IV

This sector was charted by the Paranid during the isolation of the first Pious Mists expedition. They logged their findings for later Paranid to benefit from, but had to abandon their mission due to lack of resources and equipment. Development only started after the Godrealm of the Paranid reconnected with this system.

In the early years of its development this sector stood out due to mismanagement. Investigations into missing funds and resources, and even personnel, proved to be fruitless, but seemingly put an end to such incidents.

Pious Mists XI

Coming from Pious Mists II, this was the first sector that the newly arrived Paranid focussed on developing. It was only after the Accelerator connection was established that the engineering fleet learned about the Jump Gate shutdown in this system that had left them stranded and disconnected from the Godrealm of the Paranid.

When the engineers rejoined their brethren in Pious Mists II, an ambitious Duke was already in control of the first fleet. Despite the looming imperative of establishing self-sufficiency in this still largely unexplored system, they fought a violent conflict over the nature of their government. The Paranid loyal to the Godrealm overthrew the self-proclaimed Duke and emerged victorious. The survivors tried to carry out their mission, but due to the scarcity of functioning equipment following the conflict, they were forced into hibernation in cocoons. One watcher stayed awake to endure until the Gates reactivated and reunified this expedition with the Godrealm, making sure nothing unforeseen would harm their sleeping brethren. But when the Gate reactivated, the Godrealm found this watcher dead and only learned the expedition's fate from their logs. The cocoons, however, were never found. The pious Paranid of the first expedition are still believed to be hibernating somewhere in this system.

Pontifex's Claim	**Holy Order of the Pontifex**

Though the Holy Order of the Pontifex does not yet have an officially recognised capital, it was from Pontifex's Claim that the Pontifex Maximus Haereticus (name not supported by Holy Order) was hatched and so has been claimed as the Order's capital once the Paranid Civil War has been concluded.

A system only discovered in the surge of sporadic Jump Gate activity before the Jump Gate shutdown, Pontifex's Claim only has Paranid colonies on parts of the single planet in system, though word has it that the Order is attempting to colonise it further.

President's End	**Argon Federation**

For years, the war with the Kha'ak ravaged President's End, causing untold damage and destruction, laying the sector entirely bare. The

silent shells of the empty stations remained for two decades before settlers, largely survivors and their families who managed to flee early enough to avoid destruction, moved back in to start the reconstruction effort.

Faced with the memories of the past, and the uncertain future ahead, the survivors built a memorial around the destroyed Kha'ak capital ship to those they had lost. This was not just a physical structure, but a testament to those that had fallen in defence of their home. As time has passed, and life has been restored to President's End, the memorial remains but has become less of a place of mourning and loss, and more a symbol of determination and hope.

Profit Center Alpha	**Teladi Company**

Situated between two uninhabitable dust planets, this Teladi system once produced raw materials and light weapons for military and exploration ships. It was earmarked by the Profit Guild before the Jump Gate shutdown for priority expansion and investment.

As chance would have it, after the realignment, Profit Center Alpha became ideally situated for such investment, finding itself placed on The Ring after the Jump Gate fluctuation stabilised. The Teladi Company were only too happy to allow such a highway construction to be built through the system in order to allow quicker and more efficient profit.

The Reach	**Argon Federation**

As one of the first never-before-seen systems that fell into the lap of the Federation during the realignment, The Reach still holds a special status in Argon history. When the connection flickered into activation, Fleet Command immediately cast its net wide in an

attempt to uncover potential Jump Gates leading further into the depths of space. To facilitate this grand expansionary effort, the newly discovered system was to be transformed into a densely colonised foothold; an initiative that was selflessly supported by many of the more influential, wealthy families of Argon Prime. After an initial dispute over equitable distribution of real estate which was settled by the Federal Presidency, officially tying these entitlements to unalterable obligations as part of the colonisation process, the system saw a steady influx of settlers. However, just a few months later, the spotlight of attention shifted away from the once-promising colony. As more and more gates began to reopen, federal interest in The Reach rapidly dwindled, transforming it into the quiescent backwater system of today. To budding explorers and entrepreneurs, this new status carries with it a number of obvious benefits, most notably including an as yet comfortable distance to any military threats, which allows them to test their skills in a relatively forgiving environment. Moreover, the comparatively long period since its discovery has given the local aristocrats ample opportunity to build up a quasi-feudal power structure, turning the system into a slow and steady supplier for the local economy.

Rhak's Dominion	**Zyarth Patriarchy**

Formerly Zyarth's Dominion

This system used to be known as Zyarth's Dominion before Patriarch Rhak, once one of Zyarth's subjects himself, overthrew the Patriarch. Zyarth's ambitious pursuit of a united Split left him overstretched. He was vulnerable to enemy interference on several fronts, as well as Split insurgence from within his domain. This combination of factors ultimately lead to Zyarth's downfall. Rhak pursued a gentle, opportunistic approach, halting the conflict with the Curbs, recognising the crucial point in time when Zyarth was at his weakest, and striking him down without hesitation.

This brutal transfer of power is a commonplace occurrence in Split territory. Now, Patriarch Rhak is keen on stabilising his position, reaching out to other families, and installing his loyal secret police in key positions of power.

Rhy's Defiance	**Xenon**

Historically Family Rhy

This system used to be the home of the venerable Family Rhy. Patriarch Rhy was a proud and respected ruler who kept his subjects in line throughout the isolation brought upon them by the Gates shutting down. He maintained a tight network of allies, the most notable of which was the Patriarch of all Split, Rhonkar, whom Rhy served as a spymaster in his expansionist campaigns. Rhy could trust his patron to keep the other Split families from making moves against him. This secure situation changed considerably when the Gates reactivated again, and Rhy found himself in close proximity to Xenon territory.

He reached out to Rhonkar for help, but he soon realised that he was on his own. Patriarch Zyarth had overthrown Rhonkar and was looking to establish himself as the uncontested ruler of Split society. He offered Patriarch Rhy a helping hand, but only under the condition that he subject himself to Zyarth rule. The proud Patriarch refused the offer. Instead, he mounted a final defence against the encroaching Xenon invaders. Some Split subjects fled the system, looking to join the newly established Free Families, but most stood their ground until the very end.

Rolk's Demise

Queendom of Boron

This system is a relatively new discovery, which revealed itself to Boron explorers in the era of Jump Gate reconnection after 800 NT. Due to its reputed "atmosphere of sadness and unease", travellers tend to pass through quickly on their journey between larger population centres, unless they specifically have business with the local mining consortiums.

The titular Lar Rolk was the spouse of Queen Atreus, a notable Boron monarch in pre-Dark history. Rolk met his end prematurely, in an unfortunate incident that continues to play a major role in Boron folklore. Systems, city quarters, public works, and of course, countless Lar children have been named after the tragic figure, yet the average Boron would be hard-pressed to accurately recite the order of events that led to his demise.("Rolk" is a Boron of the Lar gender and addressed as male, the "Dark" is an era in history)

Sacred Relic

Godrealm of the Paranid

Long the heart of the Paranid scientific community, with its mysterious planet and one lone relic of a distant past, Sacred Relic quickly became the home of the Alliance of the Word during the Jump Gate shutdown, and has since remained a place of discovery and exploration for all across the Jump Gate network.

It was from here that the first AoW drones were launched to Argon Prime and Kingdom End, and also the location of the Alliance's single shipyard, where they aim to launch generation ships to send aid to systems still thought disconnected from any Jump Gates.

Sanctuary of Darkness

Kha'ak
Neutral

Formerly a Xenon system, Sanctuary of Darkness became infested with Kha'ak during the Jump Gate Shutdown. The repercussions of its connection to Great Reef were dire, and felt immediately. Kha'ak forces spilled out into the largely unprepared Boron systems. It is unclear why the Kha'ak in this system were so exceptionally aggressive. Most suspect that it was due to the ongoing mining activity in the Provinces Adrift systems. Others, however, speculate that Sanctuary of Darkness may constitute one of the last remaining Kha'ak safe havens, after Operation Final Fury sought to wipe them from the known network, and that they were only looking to defend their lair. Although the reasons for their frequent, but largely uncoordinated, attacks were unclear, it is even more uncertain why they eventually ceased. Without any means of communicating with one another, it appears that the two neighbours now nonetheless live in a very fragile state of undeclared truce.

The system itself is as inhospitable as it ever was. A nearby star creates a dangerous environment that makes it an unsuitable target for colonisation efforts. The system's current dwellers may be mysterious, but the star is downright puzzling. Its signature has led scientists to suspect that it was not formed naturally, but was instead manufactured artificially. There is currently no consensus among the scientific community regarding who could have created this phenomenon, nor is it clear for what purpose it was created.

Sanctum Verge

Kha'ak
Neutral

This sector is home to a sizeable population of Kha'ak, dispatched from two large Hives, who lay claim to the resources available in its remote areas. Although excavation operations are further hindered

by a region filled with micrometeoroids and inert gases, the wealth of available resources attracts risk-tolerant prospectors and investors.

Savage Spur	**Xenon** **Yaki**

This system was once heavily infested by Kha'ak, and so remained mostly uninhabited apart from the occasional Paranid explorer who dared to encroach. Due to its secluded nature, the system was also rumoured to be a haven for ruthless pirates who tried to avoid outside scrutiny. Shortly before the Jump Gates shut down, a sizeable Xenon fleet entered the system and began decimating the Kha'ak presence. It is entirely plausible that unsuspecting pirates were caught in the crossfire and found themselves trapped in close proximity to the Xenon, unable to escape. One can only wonder how long they held out before they perished.

Savage Spur I

Xenon
Yaki

Almost entirely devoid of life, this difficult-to-access sector is under complete Xenon control. Only a small contingent of Yaki pirates has, against the odds, managed to survive in this hostile territory. The Paranid-built superhighway enables their raiding parties to quickly access Antigone space and the fringes of the Sol system. However, its missing return lane does make returning to the Yaki base of operations an arduous and potentially dangerous task. The proximity to the Xenon, while unsafe, also has also proven to be the Yaki pirates' greatest asset. Hidden behind several Xenon systems, they are undisturbed by law enforcement, who would never dare venture this deep into Xenon space, so, as long as they can manage to maintain their fragile symbiosis with the Xenon, they can go about their business in relative safety.

Savage Spur II

Xenon

Before the Jump Gates ceased to function, the Paranid reportedly tried to reclaim Savage Spur, which was in close proximity to their core systems, for themselves. Their first step was to construct a superhighway, in the hope that it would make policing the hostile system easier, and that Paranid forces could more flexibly respond to pirate activity. When Antigone Republic explorers rediscovered Savage Spur II after the system reconnected, they soon found, with some puzzlement, that one of the superhighway's directional lanes had vanished. It is theorised that the highway was collateral damage in the fight between Xenon and Kha'ak forces. However, this explanation does not account for the peculiar fact that subsequent patrols did not come across any remnants, such as drifting debris, suggesting perhaps a more deliberate method of disassembly.

Scale Plate Green

Xenon

Once a pride of Teladi Company space, Scale Plate Green was overrun by the Xenon early in the period of the Jump Gate shutdown. Despite fearless defending from the Company and its allies, the Xenon fleet proved too strong, annihilating those that did not flee.

Since it was reconnected to the network, Teladi scouts have recorded that Scale Plate Green continues to be heavily defended by the Xenon, acting as a staging area for incursions into both Teladi and Paranid space.

Scale Plate Green I

Once the heart of Scale Plate Green's strong economy, this sector contains many natural resources that can no longer be accessed

due to small Xenon fleets protecting both the Gate from Company Regard and the superhighway onwards through the system.

Though Teladi scouts continue to keep a constant eye on the colony they so desperately want back, shipyards keeping the Xenon fleets in supply mean it is still too dangerous to consider a counter offensive.

Until that offensive is possible, the wreck fields of Scale Plate Green I serve as a strong reminder as to why the Xenon should not be underrated.

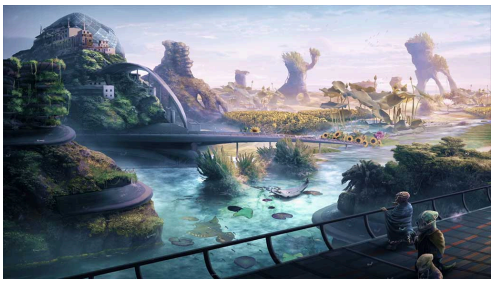
Scale Plate Green VII

Home to the corporate sector of the Teladi Company's business in Scale Plate Green, this sector was perhaps the least prepared for the Xenon incursion that hit the system so hard.

With most of the Teladi and Argon forces already struggling to maintain their defence in Scale Plate Green I, and the Split refusing to send more aid after their contingent was annihilated in the second wave of attacks, many of the stations were destroyed before the people on them knew what hit them, and civilian ships in the area had no choice but to flee or be eliminated as well.

Terraforming: Homeworld

Nature's Profit



After the Xenon overran Scale Plate Green and devastated the planet, the few survivors struggled to make a living and eventually joined up with criminals out of desperation, turning to a life of crime and forming what is now called the Scale Plate Pact. Many of them would choose to return home, were they able to do so in peace.

Scarlet Star — Neutral

Scarlet Star is an uninhabited sector dominated by the remnants of its once bright central star. Elevated radiation levels from the aftermath of a supernova event present a constant threat to transients, while scarlet veils of gaseous ejecta are slowly beginning to form a stellar nebula.

First discovered by the Beryll before the Fall of the Gates, Scarlet Star was designated as the target for an illegal stellar-scale weapon test that was interrupted when the Jump Gate network collapsed. Decades later, after the sector was rediscovered, the suspended weapons test was resumed and carried out.

Today, the sector stands as a desolate monument to the destructive capacity of intelligent species. Despite this grim legacy, scattered pockets of rare elements, formed during the catastrophic event, occasionally attract well-shielded salvage operations willing to brave the extreme hazards.

Second Contact — Argon Federation

Within hours of the Jump Gates in Second Contact opening, fleets from both the Antigone Republic and the Holy Order of the Pontifex had arrived in system. Ownership of the system remained disputed for many years, with skirmishes from both factions commonplace.

With the start of the Paranid Civil War though, the Paranid could no longer afford to keep up their offensive and the Antigone Republic claimed the system as its own colony. Since, it has become a profitable trading hub, linking the Antigone Republic to the Argon Federation, and acts as a buffer to the Holy Order.

Second Contact II: Flashpoint

Many of the disputes between the Paranid and the Argon before the outbreak of the Paranid Civil War occurred here, as it is the sector in which the Gates to The Void and True Sight are both situated. Though the Antigone Republic have worked hard to clear the evidence of their turmoil away, much remains, and many still come to Flashpoint to honour the memory of the dead.

This sector also represents The Republic's strongest economic sector, as it is the only one that is part of The Ring. It is the most highly populated sector claimed by the faction.

Second Contact VII

Though many of the exchanges between the Paranid and the Argon in Second Contact occurred in Second Contact II, perhaps the biggest actually occurred here. The battle was won because of the snap decision made by Fleet Admiral Siy Keswen to launch an offensive against the Paranid, still preparing their forces on the outskirts of the system.

The battle proved difficult, with the Paranid outnumbering the then fledgling Antigone Republic fleet, but Keswen was able to pull his people through, and the Argon were able to force the Paranid to flee back towards True Sight, giving the Antigone another day of respite.

Second Contact XI

After the Battle at Second Contact II, the Antigone Argon were safely able to colonise this sector, for the surprise halt in fighting caused by Admiral Keswen's brave attack.

The sector has since become a small haven for the Antigone Republic - one that they are incredibly proud of. Rich with natural resources and within touching distance of the moon, Icon, from

which you can be swiftly transported to the planet aptly named Sanctuary, the sector has seen a lot of growth since the start of the Paranid Civil War, and many hope it remains so when the conflict ends.

Segaris	**Segaris Pioneers**

During the Second Terraformer war, the people of Terranova fled their planet after the Xenon wreaked havoc on the ecosystem and made it unable to sustain life. Oddly, the Xenon attacks did little damage to the man-made structures there, and much of New Portsmouth, Terranova's principle settlement, was preserved. Many artefacts of daily life were left behind by those fleeing the planet at short notice.

Now, the Segaris Pioneers are looking to reclaim Terranova for themselves, hoping that the artificial structures of New Portsmouth may offer some shelter from the harsh planetary environment. Alongside the debris and household items, many scientific and technical instruments were left behind, and the Pioneers hope to salvage and repurpose them for their own goals.

Silent Witness	**Argon Federation** **Hatikvah Free League** **Scale Plate Pact**

Silent Witness has established itself as vitally important to galactic trade, as its ring highway is the main connection between Argon and Teladi space. Many traders frequently use the highway to ferry their wares between factions in the hopes of turning an honest profit.

However, not everyone shares their equitable and entrepreneurial spirit. Pilots are frequently harassed by pirates, and it is not

uncommon for trade ships to vanish completely. Despite calls for improved security, only parts of the system have been claimed and are actively patrolled; it is simply too big a task to weed out the criminal elements inhabiting the further reaches of the system. Ultimately, though, the risk posed by outlaws does not outweigh the convenience of travel, and potential losses are counted as an acceptable cost of doing business.

Silent Witness I

Accepted across Argon society as one of the most beautiful sectors to be discovered in any iteration of the Jump Gate network, the sector of Silent Witness I in which The Ring highway network has been placed is also bountiful with asteroid fields and gas nebulas. Though not densely populated, as the primary connection between Argon and Teladi space, it remains a busy sector, far more explored than other sectors in Silent Witness. It also remains the only sector in-system to be claimed by any government or organisation; other sectors left so far untouched by the Argon Federation.

Silent Witness XI

This sector boasts plenty of natural resources that attract the attention of numerous corporations. However, most do not dare establish a presence here because it is not under the protection of any government. It is mostly desolate, save for the occasional opportunist looking for riches outside of regulated space. That alluring promise of easy profits also comes along with the hardships of keeping pirates at bay, but for some rare, brave entrepreneurs, it proves well worth the risk.

Silent Witness XII

Precious few entrepreneurs are daring enough to venture this far out from civilised society, knowing well what manner of hostilities they are likely to encounter. This place is home only to the most hardened of them, looking to turn a profit in the absence of law or regulated competition. To survive here, among the cutthroats and the wreckage they leave in their wake, means bearing witness to the deafening silence that turns honest men cruel.

Sol	**Terran Protectorate**

As humanity's original home, this system holds a unique place in the hearts of those who still live there. In the time since humankind first threw off the shackles of Earth's gravity, the Sol system has been meticulously explored and mapped out. The majority of the system was gradually made accessible through a vast array of accelerators, connecting even the remote outer planets. These enabled colonists to settle further and further from Earth, and soon most of the Sol system was claimed.

Thanks to the system's size, and the explorers' surveying efforts, the inhabitants of the Sol system have access to an abundant supply of natural resources, giving them complete autonomy. Being already mostly self-sufficient, the inhabitants of Sol did not struggle much in the isolation brought on by the Jump Gate shutdown.

While the orbits of most planets have been populated, Mars, along with Earth and the Moon, are the most densely populated settlements. As a result, Sol's cultural and political landscapes revolve heavily around these three locations, and the Terran people are extremely protective of what they perceive to be the core of their system.

Asteroid Belt

The Asteroid Belt is the threshold of the Terran Protectorate's domain. It is a sector bustling with miners and traders, scrambling to make a living. While visitors coming from outside Sol are tolerated by the Protectorate, the military keeps a watchful eye on all proceedings, and their oppressive presence can sometimes be sufficient to intimidate prospective business partners into avoiding the Sol system entirely if they can afford to do so.

Of course, the military's cautious disposition is not without reason. Since this is the sector facing the rest of the network, it is the one most likely to suffer Xenon incursions and pirate raids.

Earth

Deep within Sol lies the Terran homeworld and cradle of humanity, Earth, from where humankind first ventured out into space. Terran civilisation created the original Terraformer fleets, which later evolved to become the Xenon, and built their own Jump Gates before stumbling upon the existing Jump Gate network; deeds unparalleled within the Community of Planets.

The safety of Sol was always the prime Terran mandate. Under the United Space Command Earth was guarded by the Torus Aeternal, an imposing orbital ring station. Now, as only wreckage of the Torus Aeternal remains, the Terran Protectorate safeguards Earth and its surrounding space with decentralised patrols and access restrictions. Even regular Sol citizens can be denied passage, if they lack the Protectorate Inner Core Access Licence.

Jupiter

Visible in Earth's night sky, Jupiter was known to the Terrans long before they ventured into space. This gas giant's enormous mass,

greater than that of all the other planets in Sol combined, affects orbits, numerous asteroids and is still used by Terran deep space drone missions for gravitational slingshots. The planet's upper atmosphere harbours not only great storms, subject to climatic studies and weather control experimentation, but also a wide array of semi-organic lifeforms.

Mars

Mars has assumed a special position within the Sol system, as the only major planetary settlement other than Earth. Its residents live mainly in Twelvetowns, a megalopolis in Valles Marineris, which, being home to an estimated 120 million inhabitants, is the largest continuous settlement in the Sol system. High above this settlement, a breathable atmosphere was established using a particle layer, which also protects the surface from the Sun's radiation and keeps its temperature steady.

The space around Mars is also of vital importance to the Terran military. Previously home to the USC, the military industry in this sector is responsible for some of the most respected ship designs in the Terran fleet. These days it is still the base of operations for the Terran Protectorate's war efforts, and since it is the outermost sector with access restrictions, it also serves as a barrier between those regions of Sol that are accessible to the majority, and the more well-guarded, gated sectors surrounding Earth.

Mercury

Within the Sol system, Mercury is the closest planet to its sun. With no atmosphere to speak of, and permanently exposed to solar winds, this planet is unprotected from both the cold temperatures of space during the night and the scorching fires of the sun during the day. Too expensive for habitation, Mercury remains only of scientific interest.

The Moon

The Moon's cratered surface bears witness to the first tentative steps taken by humankind in their journey to the stars. As the stepping stone between Earth and the rest of the Sol system, it also holds a position of great strategic importance. As part of the Protectorate's zero-tolerance policy towards unauthorised approach to Earth, it is the first sector requiring a Protectorate Inner Core Access Licence to enter. Naturally enough, because of the the Torus incident, the Moon is heavily policed by Terran Protectorate patrols, to ensure that the Moon stays off-limits, even to most normal Sol citizens.

Neptune

This gas giant was named for the Roman god of the sea, in part at least because of its stunning azure colour. Its shimmering surface has enticed many Terran tourists to visit and take in the sights for themselves.

As the planet furthest removed from Sol, its orbit marks the threshold of the vast and relatively uninhabited emptiness of the Kuiper Belt. Its remote location was also the reason why Neptune was chosen as the location for the third gate to be created by Terran engineers. Its intended function was to re-establish contact with Terran colonies outside the Sol system, in an attempt to maintain some influence over Commonwealth politics.

As a result of hosting this additional gate, the sector also came to serve as the logical point of origin for the Pioneer Initiative, which was sent out to further develop Brennan's Triumph and the outer rim of Sol, and which would eventually evolve into the Segaris Pioneers.

Oort Cloud

Considered to be too remote to be useful for truly profitable mining operations, the Oort Cloud has been all but abandoned by the Terran High Command. Its only relevance now is in a military context. During the Jump Gate shutdown, the Protectorate conducted a number of targeted operations to systematically wipe out the remnants of the Beryll; the last holdovers of a renegade criminal group once residing in the cloud, which had, until then, managed to remain largely under the Terrans' radar.

Although the Terran Protectorate has displayed little inclination to integrate the Oort Cloud into their economic supply chain, they have established a military infrastructure here and regularly patrol this remote area. A fundamentally dull assignment, being "promoted" to the Oort Cloud is likely to stop any officer's career ambitions dead in its tracks.

Pluto

The dwarf planet Pluto is the largest object in the Kuiper Belt and, as such, was the obvious choice for the establishment of a base of operations for Kuiper Belt-based mining corporations. After it was discovered that the neighbouring Oort Cloud was occupied by renegade pirates, trying to sabotage Sol, Pluto saw a significant increase in military patrols. Nowadays, it is mostly inhabited by Segaris Pioneers, who do not mind its remote location, and also by some of the poorest Terran citizens, who do not have access to the core of the Sol system.

Saturn 1
Saturn 2

The imposing, yet beautiful, planet Saturn is the planet furthest removed from Earth that can still be observed from there with the

naked eye. As such, it has always held a special place in the hearts of the Terran people, even before they were able to make their homes among the stars.

Historically, Saturn hosted a Research Station under joint ATF and USC command. Their focus was the identification and analysis of potential threats to Terran security, especially those posed by outside species and technologies. When the Sol system fell back into the isolation and the Terran government reorganised itself, the assignment of threat assessment was gradually shifted to the Mars-based Terran Secret Service.

In the aftermath of the Torus incident, the Terran government was keen to severely limit access to Earth by travellers and workers from all over the universe, so Saturn now acts as the administrative hub of the Sol system.

Titan

Titan is the largest of Saturn's many moons. Contentious proposals to terraform Titan in order to make it habitable for humans, have been put forward several times, but to date the potential benefits have yet to be shown to outweigh the immense cost.

Since this sector is only connected to Saturn and not to any other part of the Sol system, it does not see as much traffic as many other areas.

Uranus

This ice giant is encircled by two sets of thin, dark-coloured rings. It is theorised that the pressure and temperature within Uranus's mantle has resulted in an ocean of liquid diamond, and rainfalls of solid diamonds are therefore a regular occurrence. However, all attempts to pierce the planet's atmosphere to verify this theory have proven both fruitless. The space surrounding Uranus has some

potential despite its remote location, far from the Sol system's core, but that potential remains unfulfilled, so it is home only to those who do not have better alternatives available to them.

Venus

Venus is the link between Mars and Earth and, as such, sees extensive traffic from Earth-based organisations looking to move their products to Mars, and beyond towards the outskirts of the Sol system. This proximity to Earth makes the orbit of Venus an attractive location for well-connected settlers looking to earn a living by atmospheric farming and trading with Earth; this despite the harsh winds enveloping Venus posing a unique challenge to continued survival.

The planet's hostile environment fosters a particularly gruff disposition in the resident population, so it comes as little surprise that those who cannot sustain themselves through farming often join the Protectorate military.

Tempting Fumes	**Neutral**

The main feature of this area of space is its distinctive helium nebula, assumed to be a remnant of the accretion disk that formed the system only about 250 million years ago. Another remnant is the systems' asteroid field, which is most likely sparse in resources (pending verification). An abandoned Xenon Station awaits assessment concerning its operational status.

Tharka's Cascade **Xenon**

Tharka's Cascade represents the last evidence available to the Jump Gate network that the Split Patriarchy survived the Jump Gate shutdown. Relatively unexplored due to both natural dangers and the unhindered spread of Xenon fleets throughout the system, its name is only known because of a brief Argon Federation scouting mission that uncovered the passages of a member of Family Tharka as she attempted to flee the area in the face of an as of yet unknown danger referred to in the files as 'the Fade'.

Tharka's Cascade XV

The uncovered passages of She t'Tn of Family Tharka tell that it was in this sector that the Split ships - mostly civilian transporters and supply ships - desperately attempting to flee 'The Fade' were systematically cut down, destroyed one by one until none remained. It is unknown if any of the Split, including She, survived, as her final passages have not yet been found.

Despite the dangers this sector presents, with permanent electro-magnetic nebulae that cripple ship shields, the Xenon defend this sector with an almost fervent vigour, with entire fleets often defending both the Jump Gate and the superhighway to Tharka's Cascade XVII.

Tharka's Cascade XVII

It is here that reports from Argon Federation scouts begin to conflict with the She t'Tn of Family Tharka passages found above Tharka's Cascade. No evidence now exists of any conflict started against the Split colonists of Tharka's Cascade, and though one passage states that the planet was home to a colony of around one thousand Split, observations made of the planet from space seem to suggest far

more activity. Scouting reports have even claimed movement on the planet's surface, from some kind of machinery - however, these reports have been unable to be verified.

Terraforming: Kick Out the Xenon

Unused

The Terraformers began work on this planet before they changed into the Xenon we know today. Instead of abandoning the world, they seem to be stuck in a cycle, maintaining everything in a state that's ideal for human habitation. Except they instantly kill anyone who tries to go there.

If we were able to access the AGI cores, we might just get a chance to take this planet fully intact. Or we simply carpet bomb the whole thing and rebuild from scratch.

Tharka's Ravine	**Free Families** **Xenon**

This system was first explored by the Split Patriarch Tharka, whose family were venturing into the unknown after the Argon Federation denied them access to the Boron territories. Tharka was once a powerful family, but conflicts with Patriarch Rhonkar and dwindling resources pushed them further and further into remote space. They were driven by the need to locate and settle planets rich in resources in order to repair their standing.

Tharka's Ravine represents the furthest family Tharka have come in their ambitious pursuit. However, the further they travelled, the more vulnerable they made themselves, and trailblazers can only endeavour so far before coming into contact with Xenon fleets. The Gate Shutdown only accelerated the decline of the Tharka family when they found themselves stretched thin, cut off from any outside aid, and trapped with a Xenon presence.

Tharka's Ravine IV: Tharka's Fall

Xenon

Recovered records indicate that remnants of Family Tharka were still alive this deep into the system when the Gates started to malfunction. They had made their way towards the inhabitable planet and, even though Patriarch Tharka never managed to regroup with the vanguard expedition, they were able to sustain themselves well enough to scrape by. Presumably, the Split colonists were exhausted from the long journey and spread thinly when they encountered the Xenon. Salvaged wreckage suggests that they sent scouts to make their way back towards the Jump Gates, but none ever made it. Their mission was doomed to fail anyway, for even if they had reached the gates in time, they would have found them disconnected.

After the Gates resumed functioning, other Split families claimed the system for themselves, and soon realised that the Family Tharka line had come to a violent end. In desperation the Patriarch had overreached and, spread so thinly, they were not able to put up an honourable fight, but rather vanished without fanfare.

Tharka's Ravine VIII

Free Families

When, after some time, the Patriarch's group which had stayed behind to explore this system did not receive any word from the vanguard expedition, they followed the second group through the Gate. As they had passed the point of no return and were starting to run out of supplies, they had no other choice but to push onward, in the hope of eventually reuniting their two expeditions.

Tharka's Ravine XVI

Free Families

When the Tharka expedition first made their way into this space, they were elated to come across another Jump Gate. Here, the expeditionary fleet split into two groups, one of which, led by Patriarch Tharka himself, would make a detour to explore the newly uncovered system beyond the Gate, while the other would push deeper into the heart of this system. They had picked up a planet on their scanners that could potentially sustain them, and so they set out to colonise it.

Tharka's Ravine XXIV

Free Families

It was from this sector that the star-crossed Family Tharka set out to colonise the distant frontiers of the universe. Nowadays, its proximity to several Jump Gates makes it the centre of the Free Family territory. As a result of its position, Tharka's Ravine XXIV was the immediate choice for Zyarth to establish a colonial presence. The Patriarch of all Split set out, without hesitation, to build the Hall of Judgement , from which police operations could be coordinated. This impressive station also serves as a seat from which to judge and execute potential insurgents. Understandably, it is looked upon by the Free Families as a monument of oppression rather than as an institution working towards peace and stability.

Third Redemption **Neutral**

Right until the eve of The Dark, alongside the occupation of Hewa, the Paranid defended this sector against continuous incursions by the Argon Federation. Considered a sacred place of rest for the souls of the fallen, this sector was once wealthy in minerals and

gases. Decades after the Fall of the Gates, its current status remains yet to be determined.

Thuruk's Demise	**Free Families**

Historically Thuruk's Beard

Previously known as Thuruk's Beard, after the legendary Patriarch's infamous facial hair, this system used to be home to a large slave colony. The planet-bound colony was first founded in the days of the first unified space-faring Split Empire by Thuruk himself, but would only really rise to importance under Patriarch Chin t'Thhg. The thriving outpost provided the Split with ample workforce and raw resources, and had a significant impact on their military capabilities. During the Gate shutdown and Patriarch Rhonkar's abject failure to hold his empire together, the system quickly became a haven for the Free Families, who were looking to distance themselves from the Split feudal institution. Control over this system allowed Family Tkr to rise to prominence.

Shortly before tensions between Patriarch Zyarth and the rebellious Free Patriarchs escalated into open conflict, a catastrophic explosion devastated the planet, eradicating the colony and halting production on the outpost completely. Who was responsible for the disaster, as well as the exact cause of the event, is as of yet unknown. All the prevailing theories share in common that a weapons production facility was the epicentre of the explosion. However, several plausible alternatives exist: either the facility exploded due to negligent maintenance workers, a slave revolt got out of control, targeted sabotage from political opposition, or an experimental, high-powered projectile was launched from outside the stratosphere.

Thuruk's Demise II: First Impact

No information Available.

Thuruk's Demise III

No information Available.

Trinity Sanctum	**Godrealm of the Paranid**

Made famous before the Jump Gate shutdown by its nomadic workforce, whose expertise in raising delicate Maja snails was known across the entire network, Trinity Sanctum has been repurposed as the temporary capital of the Godrealm of the Paranid. The Snail Farms that were once so active here have long been shut down.

Desperate to keep some sense of order among its people, the Pontifex Maximus Paranidia placed a heavily defended house of worship on one of the many moons of Trinity Sanctum, and so the system has also become a place of pilgrimage for many members of the Godrealm.

Trinity Sanctum III

Due to the system's house of worship, many Paranid pilgrims pass through this sector, some bearing artefacts of religious significance and value beyond compare. This makes the sector an attractive mark for criminals and pirates, who can use the superhighway as a convenient getaway to quickly slip into less-regulated space. Should these criminals be caught, the Godrealm of the Paranid shows no mercy to the offenders. Their code of law is among the strictest in the known universe. Because of this, pirate raids are incredibly risky, but

they also promise great reward. These incursions usually happen within the blink of an eye, and can be overwhelming to the victims of the pirate raids.

Trinity Sanctum VII

The capital of the Godrealm of the Paranid, this sector is the starting point for a vast array of military operations. Most of these campaigns are fielded against the Holy Order of the Pontifex, and many of the pilgrims that traverse this system, looking to pay a visit to the holy site, find themselves being drafted to fight the perceived heretics.

During the Jump Gate shutdown, before the Paranid people descended into vicious civil war, Trinity Sanctum VII was also home to many groups looking to re-establish contact between systems. While these efforts seem less important in the face of war, the Alliance of the Word is still a presence in the sector.

True Sight	**Holy Order of the Pontifex**

After striking an alliance of convenience with the Godrealm of the Paranid, the Argon Federation promptly sent out an invasion force into Holy Order territory. To the dismay of their strategists, the scattering of supposedly unprepared enemy patrols put up an unexpectedly strong resistance, dragging out the encounter and foiling the attackers' plans of swift conquest. Surviving Paranid pilots claim that at the peak of the skirmish, the True Pontifex himself appeared before them, directing individual ships towards enemy blind-spots with unprecedented precision; a phenomenon which continues to be reverently described as a gift of "True Sight". Regardless of the actual sequence of events, the invaders were forced to withdraw, and the system was ordered to be thoroughly fortified as both first line of defence and last bastion against the Argon threat. According to Holy Order officials, the True Pontifex

went into seclusion after this event, becoming the imperious, yet elusive, figure the galactic community knows today.

Turquoise Sea	**Neutral**

Long before the connection of Turquoise Sea to the known Jump Gate network, it was determined that the area of space in which the system was ultimately found to reside was dominated by a rather picturesque, but otherwise unremarkable, emission nebula. Regardless of the scientific validity of this explanation, a great number of unverified rumours and adventurers' tales have since succeeded in shrouding the origin of the system's striking colour in mystery. Despite the evident dangers lurking in the surrounding systems, this apparently constructed image of mystery regularly draws in waves of daring explorers in search of a supposedly hidden truth; a phenomenon that has been derogatively titled by prominent news outlets as the "Turquoise Rush". Recently, a Teladi-led syndicate has ferried in construction equipment to connect to the farther reaches of the isolated system for as yet unknown purposes.

Turquoise Sea IX

According to a recently released annual report of the Teladi Company, a number of early readings could, under certain circumstances, be interpreted to indicate a faint flow in the Turquoise Sea nebula. This revelation, apparently staggering to some individuals, has led to a new surge in non-scientific theories, including one which suggests that a current originating on the nearby moon might be the reason for the bluish haze that encases part of this system. Notwithstanding a striking lack of evidence of settlements on this particular celestial body, wild stories of secret mining facilities, ancient technology and gaseous alien life have already begun to circulate, and the Teladi Company has registered a sudden but welcome rise in the sales of resource probes. If nothing

else, this newfound fascination for the otherwise-secluded sector serves to provide rogue entrepreneurs with ample cover to set up operations.

Turquoise Sea X

According to one popular theory, Turquoise Sea once contained an illicit production facility, hidden away behind the swirling clouds spewing from its very own chimneys. Apart from offering a convenient narrative regarding the downfall of yet another Scale Plate Pact cartel, this story also aligns with the bodily reactions of the earliest explorers. Soon after the sector had rejoined the known network, a group of Boron enthusiastically arrived in search of a potential gate connection to their lost homeworld. Upon entering the curious nebula, they reportedly drifted into a state of contemplative melancholy, induced by hallucinatory vapors permeating through their ship's olfactory sensor membrane. After returning to Teladi space, the explorers spoke little about what they had encountered, other than to claim that the "thin veil of reality" supposedly hid a "world in blue-magenta, flecked with pink". It is said that this transcendent experience inspired the composition of a commemorative song.

Two Grand	**Teladi Company**

This bustling system used to be crucial to the Teladi Company's expansionist efforts. It supported the passing Teladi ships on their way to more remote systems. However, after the Gates shut down and colonisation efforts took a back seat to survival, the Teladi inhabiting the system shifted their attention towards their second pillar of industry: The system's moon had long been a survival training ground for the Company's Profit Protection troops. The troops' administration received more research funding, and recruitment efforts were increased significantly.

This measure was taken first and foremost to ensure the system could defend itself against any possible outside threat, but after the Gate Realignment, these troops were on the front lines of exploring and claiming systems for the Teladi Company.

Unholy Retribution	**Godrealm of the Paranid**

The Paranid priests of this sector accused its early colonists of not adhering to key tenets of the Paranid religion. These accusations were accompanied by severe punishments to the point where the colonists fought back and, in what became known as the Unholy Retribution, killed all of their priests. This uprising was not tolerated by the Paranid, and the rebels, despite defending their new homeland with all the ships they could muster, were defeated. While the Paranid officially claimed that there were no rebel survivors, a small Paranid task force still catalogues genetic markers in this area to identify descendants of the heretics and trace heretic cells.

The Void	**Antigone Republic**

This was the first system claimed by the newly founded Antigone Republic after the Gates realigned. The inhabitants live close to a nebula which damages the hulls of ships that enter it, making this system a hostile and dangerous environment. In order to turn a profit, the people residing here are dependent on support from outside their own system. Since it is the bridge between Antigone Memorial and other trade-oriented communities, the Antigone Republic is going above and beyond in ensuring that it is a safe and stable place despite these difficulties.

Void of Opportunity

Neutral

Once the subject of speculation regarding alleged ties between a pirate clan and the Teladi CEO, Void of Opportunity has since faded into obscurity. Today, the sector sees minimal traffic and is generally avoided by commercial interests. However, unconfirmed reports suggest the presence of a minor Xenon installation. Despite the area's abandonment, a limited quantity of extractable resources may still be present.

Watchful Gaze

Neutral

A profoundly tranquil system, Watchful Gaze is shrouded in a purple haze of stillness. It appears that the system had not been connected to the inhabited network before the most recent rounds of Jump Gate activations, and has only recently been mapped. Despite the vastness of the network, it is rare to come upon a system of such beauty, and even rarer for it to remain wholly untouched for long.

However, due to the system's remote location, and because it offers little in terms of resources, it does not appear to be an attractive candidate for large-scale colonisation efforts. Should Watchful Gaze establish itself as part of a major trade route in the future, the system's serene ambiance would likely be disturbed by pirates looking for an easy mark. Anyone intending to pass through these vistas with valuable cargo is well advised to keep an eye out for such disruptive elements.

Windfall

Vigor Syndicate

Even before the Jump Gate shutdown, the Windfall system was renowned for being home to some of the most affluent communities in the network, including captains of industry and the upper classes. These people were initially drawn to Windfall, and established their luxurious residences here, partly because it was an autonomous system connected to both Teladi and Argon space, but also to take advantage of its unique and attractive vistas. Their immense wealth came with a considerable amount of political influence. As a result, the elites inhabiting the system managed to avoid conforming to regulations or paying taxes, while still maintaining good relations with, and easy access to, both neighbouring markets. Since these communities were incredibly wealthy, they could also afford to hire private security forces to keep piracy at bay. Gambling and other indulgences were commonplace, and the system developed an extensive leisure industry.

When the connection between Windfall and its surrounding systems was severed, the community that had formed wanted for nothing. They had food and money aplenty, and while the resources in the system were not well suited for maintaining large scale industry, that was not an immediate concern. Cut off from any potential outside danger, they lived a life of luxury, and every station was a haven of arts and culture, clubs and casinos. Although these communities were now safe from outside threats, these luxury industries had generated a seedy underbelly that had long attracted all sorts of disreputable people, and an infection was festering from within. Isolated, with nothing but time and money on their hands, it was not long before rogue security forces, small time crooks, and racketeers of all sorts, fought over control of these stations and their markets. The most prominent of these organisations would eventually become the Vigor Syndicate, which presided over Windfall's descent from an unregulated haven of the arts into a lawless, vicious place.

Windfall I: Union Summit

When the Teladi and Argon first re-established contact with the Windfall system, they hardly recognised it. Largely gone were the obscene displays of wealth, and the luxurious-looking space stations of the past. Instead, they were met with the skeletal relics of old marvels. And whereas their envoys used to be met with good will and gifts by the rich communities that were once in charge, they were now met with open hostility by the criminal gangs that constituted the new leadership.

Understandably, relations between Windfall and its neighbours have cooled significantly. Fearful that outside influence would disrupt the delicate system that had established itself during the period of isolation, the biggest criminal organisation, the Vigor Syndicate, seized the opportunity and united several other criminal groups under its banner. The unruly nature of the system also led many smaller bands of pirates to use Windfall as a staging ground for their raids into Argon and Teladi space, and as a retreat where they could disappear off the radar of the law. It remains unclear why the Ministry of Finance and the Argon authorities refrain from occupying this lawless thorn in their side. Perhaps it is because their offensive capabilities are required more urgently elsewhere, or maybe some back-channel deals have been made to keep them out of the system.

Windfall III: The Hoard

The new arrangement of the Jump Gate network means that this sector of the Windfall system provides the only entry point into the Avarice system. Scavengers of the Riptide Rakers, as well as commonwealth traders, passing through Windfall to access Avarice are often harassed by the Syndicate and other smaller bands of criminals. This results in the exchange of wares between Avarice and the outside network being somewhat sparse. The close proximity to Riptide Rakers' space also resulted in a scrapyard being built in this

sector by the Vigor Syndicate. Impounded ships are stripped of anything useful and then stored, to be accessed for scrap metal at a later date.

It is also of note that the Vigor Syndicate enforce a complete monopoly on all food production and distribution in their space. This policy was initially lobbied for by the Solid Ice Union, a conglomerate of Ice mining companies stranded in Windfall, who went on to form one notable wing of the Vigor Syndicate. Some argue that the policy is meant to prohibit resource extraction by outside forces with more technologically advanced mining ships, now that the connection has been re-established. Others point out that by disallowing any transportation of food whatsoever, other than that sold by their own traders, they have effectively erected a soft trade blockade and made the people of Avarice dependent on their products, which they naturally sell at a premium. Ironically, this has led to some Raker ships smuggling contraband food through pirate territory.

Windfall IV: Aurora's Dream

Windfall IV is notable for housing the Aurora Casino, which is the largest gambling establishment in the network. It used to be the shining centrepiece of culture, to which the rich business people and socialites who originally settled the system flocked. During the period when the system collapsed into lawlessness, the station never ceased to function entirely, but maintenance was somewhat neglected, and the exterior lost much of its visual splendour. Nowadays, the casino is a big part of the Syndicate's push to attract outsiders to their system. They hope that the promise of a quick fortune will attract both potential new business partners and easy marks.

While patrons gamble away their salaries in the ostentatious lobby of the casino, shady deals take place in the back rooms. The Aurora serves as a hub for criminals from all walks of life. As such, it has become a first point of contact for anyone looking to strike a deal

with the Vigor Syndicate. Since the connection between Avarice and Windfall was first established, the Syndicate have been offering loans to desperate Riptide Rakers who find themselves unable to maintain their stations by other means. Naturally, they charge interest, and anyone who cannot afford to pay them back on time finds themselves in deep trouble.

Wretched Skies	**Godrealm of the Paranid** **Zyarth Patriarchy**

A lawless system on the outskirts of Patriarch Zyarth's dominion, inhabited by lesser Split families, the biggest of which are Valka and Phi, and Paranid colonists. It has always been surrounded by tales told of casualties so grave that large quantities of bodies can be observed scattered throughout, like another belt of fine asteroids ringing the gas giant. While these stories are hyperbolic and apocryphal, there is a kernel of truth to them. Wretched Skies has always been used as a dump site by Split families, and is home to several Split prison colonies, housing disloyal family members. Most of the convicts are awaiting execution, which is carried out swiftly and efficiently by ejection into space.

The extraordinary body count is further compounded by occasional clashes between Split and Paranid forces. While the shutdown cut the Paranid colony off from the larger Godrealm, they have proven themselves to be resolute fighters worthy of the Patriarch's attention.

Wretched Skies IV: Family Valka
Zyarth Patriarchy

Family Valka used to be nomadic pirates, with a considerable presence throughout Split space. Not at home in any single system, they instead preferred to make a living raiding traders and other Split families. When the Gates shut down, they were scattered, and

became more of a nuisance than an actual threat to the stability of the Patriarchy. However, as the Split systems started to reconnect, and the situation concerning the Free Families began to deteriorate, Patriarch Zyarth was worried about how much more dangerous the Free Families could be if they ever joined forces with Family Valka. To get ahead of this potential problem, Patriarch Zyarth offered the Valka pirates control over Wretched Skies. In terms of standing, this was a considerable step up for Patriarch Valka. He quickly assumed the role of jailer, maintaining and guarding the system's prison colonies.

Wretched Skies V Family Phi

Zyarth Patriarchy

This sector is home to a number of lesser Split families. They are unruly, and despite the Patriarch of all Split's tight grip on his empire, infighting is a common occurrence. It is only tolerated because this system is on the periphery of the Split empire, and the short bursts of violence do not escalate into sustained conflicts that might rope in larger parts of the Patriarchy. One family that often takes part in these skirmishes is the family Phi. They used to be regarded by other resident families as somewhat of an unofficial authority in the region, but with the Paranid continuing to establish a presence in the system, and Zyarth's interference and insistence on creating a stable order, the Patriarch Phi has lost much of its former standing.

Wretched Skies X

Godrealm of the Paranid

Wretched Skies X was claimed by Paranid forces only recently, after the Gates reconnected. Looking to secure their position against the Xenon sited in these parts of the universe, they began to fortify the sector, and have contacted the Godrealm in a bid for support. Paranid-Split relations are tense, and their forces clash occasionally, but due to the fact that these Paranid troops are acting as a first line

of defence against the Xenon, their presence is begrudgingly tolerated by the Patriarchs, for the time being.

Zyarth's Dominion	**Zyarth Patriarchy**

May become Rhak's Dominion

This system is a symbol of the warrior tenacity of the Split. Its long history of conflict with the Xenon occupying the bordering sector is one of the reasons why it fared comparatively well when the gates shut down. The resourceful Zyarth Family, accustomed to surviving on the outskirts and always opportunistic, soon thrived in the isolated sectors. It is notable that they were one of the very few families who were able to hold their own against the Xenon threat, despite receiving no support from the Patriarch Rhonkar. Other families, who were more reliant on Rhonkar's aid, quickly succumbed to the isolation.

Upon reconnection, Patriarch Zyarth learned that he had outlived most Patriarchs of old, whose short rule was often the result of their confrontational nature and inter-family rows. Zyarth's Dominion is situated in between the various Split systems. Spurred on by the fact that he had held his realm together in times of crisis while Rhonkar's Patriarchy fell apart, Zyarth turned his attention towards the other Split families. He is set on uniting the Split once again - by force, if necessary.

Zyarth's Dominion I

This sector is the closest to the neutron star, whose force, like Zyarth's, is a magnificent sight to behold. As the birthplace of the Zyarth Patriarchy, it was from this sector that the Patriarch set out to unite all Split families under his rule. While the close proximity to Xenon space makes expanding and maintaining Zyarth's reach a

challenge, this constantly looming threat is also the means by which he hardens his warriors, and ultimately gave him the military expertise to make his expansion such a success.

Zyarth's Dominion IV

This sector offers a breath-taking view of the twin star phenomenon. The smaller of the two is a neutron star, the leftover core of an exploded star. It is incredibly dense, and spins with incomprehensible speed. It holds another, much larger star in its orbit, and feeds off this second star's material. In doing so, the neutron star continually increases its mass, and picks up more and more momentum. It is an apt symbol for the Patriarch's expansionist campaign.

Zyarth's Dominion X

When movement between systems trickled to a halt as a consequence of the Jump Gate shutdown, Zyarth seized the opportunity to subjugate opposing families, which had so far enjoyed the backing of other powerful Patriarchs. One notable family that fell to his military campaign was that of the Patriarch Velk. Velk commanded the only military force in this system that could rival Zyarth's, and was a close advisor to the Patriarch of all Split, Rhonkar. Zyarth bode his time until he was certain that Velk would be left to his own devices. When the moment came, he struck decisively and with all his might. With his rival out of the picture, Zyarth could focus on unifying all the other families, and proceeded to fortify his dominion.

Terraforming Projects

Aerial Maze

A combination of underground tunnels and above-ground structures is made into an obstacle course for daring pilots. There are several courses for different skill levels, the most difficult ones being outfitted with simulated hazards and even incoming fire.

An especially winding system of canyons has been converted into an obstacle course for daring pilots. There are several courses for different skill levels, the most difficult ones being outfitted with simulated hazards and even attacks.

Arcology

An almost completely self-sustaining complex. From living space to various services and light industries, many of the inhabitants will rarely need to venture out of their complex.

Art College

An institution that teaches a wide diversity of artistic crafts, but also frequently organises exhibitions and other cultural events.

Bank

You've got to spend Credits to make Credits. But what to do if you don't have any to start with? Why, get a loan, of course! This bank will put you in contact with innovative entrepreneurs, champing at the bit for a chance to disrupt the market.

Black Dust

There really is no more to this than sprinkling dark particles across the surface in order to increase the amount of energy the world absorbs from its sun's rays. The amount of material required is quite staggering, though.

Brake Outer Core

It requires a massive amount of material and energy, but it is theoretically possible to slow down the flows in the world's outer core, dampening the magnetosphere to a level that is harmless to electronics, while retaining its beneficial properties.

Bubble City

Several layers of self-repairing sheets made from an advanced plastic keep the air inside and maintain a temperate climate, while shielding from dangerous radiation and even micrometeorites. Many complex pieces of technology interoperate to create a stable, even somewhat comfortable environment inside.

Carbon Mineralisers

When forced through tunnels containing a high surface area of certain minerals, carbon dioxide can be made to crystallise into a solid, removing it from the atmosphere entirely.

Cheap Refineries

These fully automated facilities refine locally mined resources into various materials. To keep costs down, they have not been outfitted with emission filters.

Clean Refineries

These fully automated facilities refine locally mined resources into various materials.

Clean Up Radioactive Contamination

Swarms of specialised drones to seek out and gather irradiated substances, enough material to entomb them, and gigantic filters to cleanse the air make this a horrendously costly undertaking. Unfortunately, it is not optional if people are going to live here outside of shielded environments.

Clean Up Toxins

Now that the sources of toxins have been dealt with, we need to clean up the damage that's been done. It won't come cheap, but at least we'll be able to breathe the air.

Clinic

A state-of-the-art hospital with diagnosis, treatment and care facilities. This will not only increase the population's well-being, but also means that we will have first right of refusal on providing shipments of medical supplies in perpetuity.

Cull Parasites

The parasites have unfortunately adapted to feed on other fruit as well. If we don't get rid of them, we will have a much harder time with agriculture.

Cull Toxic Fruit

We can release parasites that should eat only the toxic fruit. This will require a certain amount of trial and error, though, and may have adverse side-effects.

Cyanobacteria

These photosynthetic bacteria can be a vital part of a world's oxygen cycle.

Excite Outer Core

It requires a massive amount of material and energy, but it is theoretically possible to induce sufficient movement in the world's outer core to make it produce a stable magnetosphere.

Factories

These automated facilities produce advanced technology when supplied with materials.

Fertilise Soil

With a healthy microbiome, we can begin to make the land arable. This requires soil with sufficient drainage, the right pH, necessary nutrients in plant-accessible form, and all of that at a depth sufficient for roots to take hold. A significant effort, to be sure, but absolutely necessary before any large scale settlement can take place.

Fine Dining

Whether it's imported delicacies or local specialities, good food is always popular.

Fix Atmospheric Nitrogen

Bacteria that capture nitrogen gas and turn it into forms usable by plants are an essential part of a healthy biosphere. With a little bit of specialised machinery, a moderate amount of energy, and a whole lot of hydrogen, we can generate the heat and pressure required to fix large amounts of atmospheric nitrogen as ammonia, measurably reducing the atmospheric pressure.

Forestation

Planting and cultivating large arboreal areas does not just make for picturesque postcards; it can also greatly contribute to a stable ecological system.

Fund Start-Up

Conventional wisdom says that nine out of ten innovations fail. Success usually pays out enough to make the risks worth it, but you still shouldn't bet your entire fortune on it. Still a lot better than playing the lottery, though.

Genetically Modify Toxic Fruit

A tailored virus, capable of sophisticated genetic modifications, should result in local fauna no longer releasing toxins into the air.

Geothermal Power Plant

While primitive versions of this technology relied on steam turbines, advanced materials now allow for efficient use of the Seebeck effect to generate power from large heat differentials without any moving parts.

Global Water Surfacing

Most worlds, even seemingly dry ones, have vast amounts of water hidden in subterranean caves and aquifers. We now have the technology to raise and make use of that water on a global scale.

Group Training

A class of students goes through a formalised regime of combat exercises. Results are consistent, but ultimately limited.

Group Training

A class of students goes through a formalised regime of aerial exercises. Results are consistent, but ultimately limited.

Habitation Module

Rows of sleeping capsules attached to a common living area and shared facilities make this a quick and cheap way of creating living accommodation. It doesn't offer much in the way of privacy, though.

High-Density Housing

Apartments of varying sizes afford appropriate living conditions for individuals and groups alike. The efficient use of space helps prevent urban sprawl, reducing strain on the local transportation system.

Host Martial Arts Tournament

Calling participants from all over the galaxy! Compete for honour, glory, prize money, and the ultimate reward: employment!

Host Maze-Run Competition

A drowsy Argnu can fly in space. Do you have what it takes to perform daring manoeuvres in atmo(atmo meaning atmosphere), navigating narrow tunnels while dodging hazards, incoming fire and other contestants? Make it onto the podium and you'll not only get the prize money, you'll also be offered a top position in the organiser's fleet!

Hydro Power

We can repurpose the biomechanical jets, used to jumpstart the ocean currents, into power-generating turbines.

Hydroponics

While sometimes there is no alternative, this method of food production is much more expensive than conventional farming, and yields inferior products as well.

Import Helium

While usually too expensive to be the most practical option, importing interplanetary helium to bolster a world's atmosphere may sometimes be the only available course of action in order to achieve a comfortable air pressure.

Import Methane

Imported methane can not only have a positive effect on atmospheric pressure, as a potent greenhouse gas it also helps to warm up a cold world.

Import Water

Without readily available water sources, there are not many alternatives to importing it.

Individual Training

An especially intense and gruelling training regime, specifically tailored to an individual's talents. Injuries are a frequent occurrence, but rarely more than an inconvenience thanks to expert medical staff who are kept close at hand during all exercises.

Individual Training

An especially intense and gruelling training regime, specifically tailored to an individual's talents, with a reputation for killing its students. This reputation, while actively fostered, is undeserved thanks to state-of-the-art safety mechanisms.

Jumpstart Microbiome

Why spend money and resources creating the perfect set of organisms when we can make nature do the hard work for us? Sure, basically throwing piles of biomatter around and seeing what sticks isn't very distinguished, but it might just work!

Jumpstart Ocean Currents

Using a network of biomechanical jets, and massive amounts of energy, we can jumpstart global ocean currents, which are vital to a healthy ecosystem. Once flowing, these currents sustain themselves by means of gradients in temperature and salinity.

Live Performance Venues

From cosy comedy clubs to theatrical stages and giant concert halls, everyone can find something they will love here.

Luxury Housing

Whether it's classic opulence or modern minimalism, a proper villa remains a popular status symbol of the wealthy elite.

Martial Arts School

While rooted in combat applications, the appeal of martial arts goes way beyond self-defence. Mental and spiritual aspects are often as important as physical ones, perhaps more so.

Matter/Antimatter Power Plant

Based on the same technology that powers vessels and facilities in space, matter/antimatter is a powerful but costly solution for

planetside power generation.

Methane Oxidisers

Gigantic fans blow the methane-heavy air through filters containing zeolite powder. The trapped methane is then periodically heated to form and release carbon dioxide.

Microbial Culling

Through careful use of antibiotics, both tailored and wide-spectrum, the microbiome must be curbed before productive use of this world is possible.

Moholes

These holes may seem deceptively primitive at first, but with depths in the tens of kilometres, they pose a significant engineering challenge.

Nividium Workshop

Leveraging an old brand-name, this facility manufactures a range of high-end products with a luxurious Nividium finish.

Oceanic Dwellings

Built in the open, communal style that Boron prefer, these dwellings provide everything one needs for ones daily life within comfortable swimming distance, without needlessly obstructing the view of the wide ocean.

Pheromone Art Academy

Welcome to the newly endowed Royal Commune for Pheromonal Artistry and Applied Tasting, the pre-eminent venue for the practice, discussion and experience of all the piquant and delectable art forms that have to be smelled to be believed!

Planetary Irrigation

A massive system of canals, pumps and treatment facilities can provide most of the benefits of rivers with a reasonable, if still tremendous, amount of imported water.

Plankton Fields

While these plants can have a beneficial effect on the global ecology, their main purpose is, of course, to feed the Boron population.

Reconstruct Gene Sequences

Before we can begin reintroducing native life, we first need to be able to create it. While we have some genetic records, and even a few precious living samples in zoos, there are large gaps that need to be filled. This massive research undertaking is going to require equally massive funding.

Reflective Cloud Particles

Several strategically placed dispersal facilities spray an aerosol of highly reflective particles into the upper layers of the troposphere. This will decrease the amount of sunlight reaching and warming the surface.

Reintroduce Local Flora

This planet was the home of the sunrise flower and swamp plant that are now staples of the spacefaring Teladi diet. With the conditions for their growth having been restored, we can reintroduce them and restore some of the planet's former glory.

Reintroduce Native Fauna

We gradually introduce groups of interconnected species, letting their populations stabilise before moving on to the next group. This is a slow process, to be sure, but one that mitigates most risks and all but guarantees the desired outcome.

Reintroduce Native Flora

While the seeds of many plants can simply be dropped into appropriate areas, some require special attention and equipment to take root. Experts will be continuously monitoring their development over the duration of this project to ensure a stable outcome.

Reintroduce Native Megafauna

While all animals deserve equal respect, the giant native ray-like creatures with their translucent and bioluminescent skin are unrivalled in their resplendence. Bringing them back will be costly and time-consuming, but we have the technology. Seeing them gracefully glide through the oceans again will make the effort more than worth it.

Reintroduce Native Microbiome

A global system of adaptive incubators continually clones millions of species of microbes, reacting to local developments in an effort to reach a final equilibrium. Once the incubators have done their job, we will send a signal for them to decompose.

Research Campus

A centre for learning and groundbreaking, if not usually practical research, this will be sure to attract bright minds and provide ample opportunities to get a share of those government grants.

Retrofit Emission Filters

Unfortunately the local minerals contain toxic substances that are being released during the refining process. We will have to stop these emissions before attempting a cleanup.

Scruffin Fields

While these plants can have a beneficial effect on the global ecology, their main purpose is, of course, feeding the Split population.

Send Medical Supplies

The clinic's stockpile is running low, so they're asking for a new shipment of supplies.

Send Nividium

The workshop is running low on Nividium and requires a new shipment.

Send Research Materials

A research group has received a sizeable grant and is asking for various materials to carry out experiments.

Soja Bean Fields

While these plants can have a beneficial effect on the global ecology, their main purpose is, of course, feeding the Paranid population.

Spice Fields

Spices are an absolutely essential component of any well-made meal.

Sunrise Flower Fields

While these plants can have a beneficial effect on the global ecology, their main purpose is, of course, feeding the Teladi population.

Tailored Microbes

It will be a considerable effort, but we can genetically engineer an ecosystem of microbes that is specifically designed to thrive in this world's environment.

Targeted Outgassing

By letting loose swarms of carbon-eating nanites, we can release massive amounts of nitrogen into the atmosphere. They are programmed to stop at exactly the ideal air pressure.

Tectonic Scaffolding

Lattices of self-organising smart matter find friction points between tectonic plates and release tensions in a controlled manner.

Temple

Whether it's a Split Ancestral Hall, a shrine to the Holy Three-Dimensionality, or a non-denominational spiritual sanctuary, this place will bring the community closer together.

Theme Park

From colourful rides for the little ones to high-speed contraptions for adrenaline junkies, from affordable concession stands to a selection of variety shows, we offer tons of fun for everyone!

Tropical Resort

Beaches. Spas. Yoga classes. Marinas. Several buffets and all-you-can-drink cocktails. Relaxation has a new name.

Vineyards

Several local grapes are very well suited for being turned into exquisite beverages, alcoholic and otherwise. We can cultivate them with relatively little effort.

Volcano Caps

These structures are not mere physical plugs that block eruptions. A variety of systems, including vents and sprinklers controlled by a specialised AI, takes proactive measures to prevent the conditions that lead to eruptions in the first place.

Von-Neumann Constructors

These self-replicating drones have been outfitted with logarithmic brakes to prevent a runaway scenario at a fundamental level while still allowing them to react to demand at the proper scale. In addition, they are controlled by specialised AI systems which lack the capability to alter their own programming. This makes them a safe, if less effective, version of the original Terraformer designs.

Wheat Fields

While these plants can have a beneficial effect on the global ecology, their main purpose is, of course, feeding the human population.

Wind Turbine Farm

When it's available, wind power can be a very cost-effective method of generating power.

Winter Sports Resort

Spend the day enjoying our many ski slopes, ice rinks and sledding hills, then wind down with a hot beverage in front of a crackling fire.

Zoo

Observe and learn about the native wildlife in re-creations of their natural habitats. Ethical treatment of all animals is guaranteed.

Xenon Terraforming Projects

Administration District

In addition to office space for the governing body, this district also houses the local data centre.

Claim District

Using a system of precisely pulsed EMP bursts, we can disable the Xenon units in this area and then destroy them with targeted bombings. This leaves the infrastructure intact for potential future use.

Commerce District

Situated on and just below the surface, this district has the perfect infrastructure for all kinds of shops and services.

Destroy District

We can level this district with a considerable quantity of explosives. It may be cheaper than the alternative, and make it harder for the

Xenon to retake control, but it will also mean the loss of very useful infrastructure.

Destroyed

Without anything to protect, the Xenon are ignoring this ruined district for the time being, making it safe to pass through.

Detonate Reactor

Now that we have access, it just takes the push of a button to level the entire area, and all Xenon presence within it. This will destroy all connected districts, so we'll have to start from scratch if we aim to have people living here.

EMP Xenon Drones

We can stop their efforts by simply carpet-bombing the drones.

This will undoubtedly level this district, though.

The damage could possibly spill over to another district.

Farming District

Cascading tiers of fully automated fields, efficiently irrigated and supplied with ample sunlight via a complex system of mirrors and lenses, provide more than enough yield to feed even the maximum population of the habitation district it's attached to.

Habitation District

Impossibly tall skyscrapers, each one providing ample living space for millions of inhabitants.

Industrial District

Massive refineries automatically extract and process minerals from the ground. These get distributed to the surrounding factories as needed, controlled by a governing AI.

Liberated

The Xenon presence has been curbed for the time being, making it safe to pass through.

Recreation District

Theatres, bars, parks, VR arcades, zoos, sporting grounds, restaurants, water parks, concert halls. These are just some of the many venues this district is designed to house.

Subvert AGI Core

Our coding experts say that they have devised a theoretical method of sending remote commands to the Xenon AGI core. Due to its inherent mutable nature, they are unable to predict the success of

any given attempt, and have just given me an estimation of "more likely than rolling a crit(crit meaning "critical hit" as used in a role-playing game) in Gunners & Goners". If successful, we will tell the AGI and all of its drones to self-delete, leaving the entire area Xenon-free.

Under Xenon control

Xenon drones regularly patrol this district, preventing us from passing through it.

Xenon Rebuild

Xenon constructor drones are rebuilding this district. They will soon reclaim it unless we do something to stop them.

Xenon Reclaim

Xenon combat drones are mobilising to retake this district. They will soon reclaim it unless we do something to stop them.

Terraforming Events

Global Warming

The greenhouse gases in the atmosphere have trapped enough heat to significantly increase the global temperature.

Ice Melt

The global temperature has risen enough to melt the ice in the equatorial regions. The released water vapour has had a significant effect on atmospheric pressure.

Major Volcano Extinction

The volcanoes go extinct, eliminating destructive seismic activity, but in the process they evaporate a large quantity of water into the atmosphere.

Outer Crust Solidifies

The global temperature has been lowered enough for the outer crust to solidify, reducing seismic activity significantly. This also has the effect of binding large amounts of water underground.

Quake

Sensors are detecting an impending seismic event. Completed facilities have been hardened and will only suffer minor damage, but any ongoing construction is still vulnerable and likely to experience a setback.

Salinisation

There is enough loose sediment that the process of salinisation, i.e. making the water saltier, is a lot faster than it would normally be. It still takes some time and there is no practical means of artificially accelerating the process.

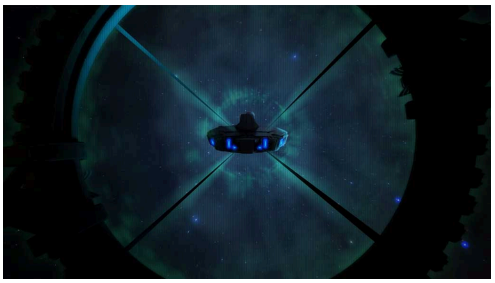
TIMELINE

Earth Scientists Create Jump Gates

-128 NT
2042

In 2022 AD (-148 NT) Ashizava Kazuko made a startling discovery: it was indeed possible to travel faster than the speed of light with finite energy. Kazuko had successfully established the principle of the tunnel-jump.

Scepticism was rife, but repeated experiments showed that the previously unknown student was indeed correct. Very soon, two huge Jump Gates were built; one sent to Mars and the other to Proxima Centauri, in humankind's first attempt at interstellar travel.



In 2041, contact with the ship carrying the Proxima Gate was lost, but after a year of frantic research, the Sol Gate once again found a connection. Scientists were stunned to discover that it had not connected with the Proxima Gate, but an unknown Gate in a distant region of the Milky Way.

Utterly by chance, humankind had stumbled across an entire network of Jump Gates of unknown origin. It was an invitation that could not be turned down.

The Flight of the Winterblossom

-124 NT
2046

With a connection to the vast alien Jump Gate network established in 2042 AD, the scientific community of Earth and the USC worked

together to build Earth's first interstellar ship. The entire population of Earth was swept up in an unprecedented level of star-fever and the project took place under immense pressure, but three years after its construction began, in 2046 AD, the USCSS Winterblossom, captained by René Farnham, was ready to face the stars.

After a two-year journey through the Jump Gate network, the Winterblossom returned to Earth with results suggesting hundreds, possibly thousands of star systems. However, there was no trace of the Gates' builders, or any other intelligent life. Humanity, it seemed then, was alone.

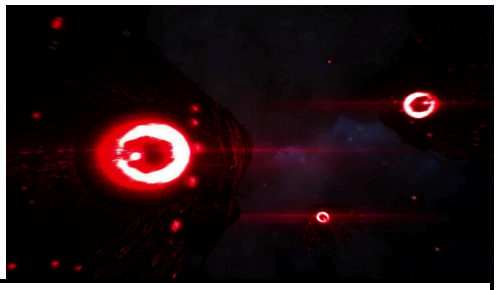
The Terraformer Project Begins	**-104 NT 2066**

In the wake of the USCSS Winterblossom's discovery of an entirely empty, alien Jump Gate network, there were immediate and numerous calls for a colonisation programme.

While rendering planets suitable for human habitation was possible with then modern Terran technology, it was still slow and arduous. Instead of sending human crews out for decades to complete this task, fleets of intelligent robot vessels, Terraformers, were designed and built to complete it with speed, efficiency and far less risk.

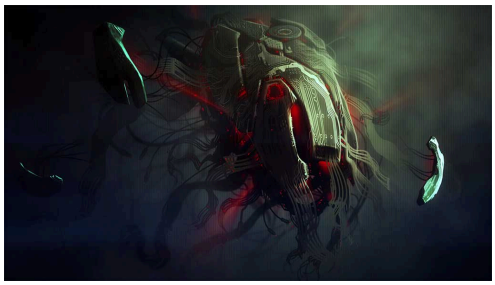
Over the course of thirty years from 2066 AD, the First, Second and Third Terraformer Fleets were sent out into the network to terraform

a dozen planets inside their stars' biospheres.



The Terraformer Project is Terminated

-71 NT
2099



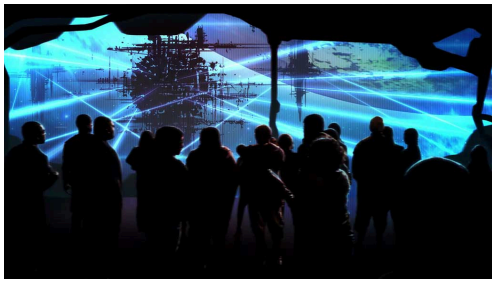
The use of artificially intelligent ships to help in Earth's colonisation efforts sent shockwaves across the scientific community. Many argued the move would drastically accelerate the terraforming process without incurring the resultant increase in construction costs, and it was undeniable that there were huge economic and social benefits to humankind. Others questioned whether the use of truly intelligent machines was in fact slavery. Many were drawn into countless arguments over the definition of sentience.

The Terraformer Project's condemnation though, came in the form of mathematicians and programmers that proved without a doubt that goal drift - changes made to the original programming of the Terraformers caused by machine evolution - could not be ruled out. This, they argued, was a profound danger to intelligent life throughout the galaxy.

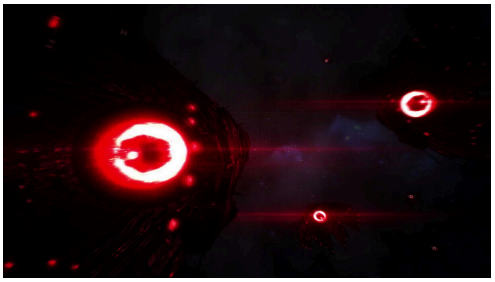
In 2099 AD, the World Government ordered that a safe self-destruct program be patched into the First, Second and Third Terraformer Fleets' software, causing the immediate destruction of all Terraformer units.

The Terraformer Conflict

-25 NT
2145



In 2145 (-25 NT), fleets of mutated, long-forgotten Terraformer ships, thought destroyed by the safe self-destruct command issued forty-six years prior, appeared in orbit around Earth, their terraforming tools turned into weapons of war as billions died in the ensuing firefight around Sol. The USC was caught unprepared, with few ships and minimal crews on each. The war put all previous conflicts to shade.



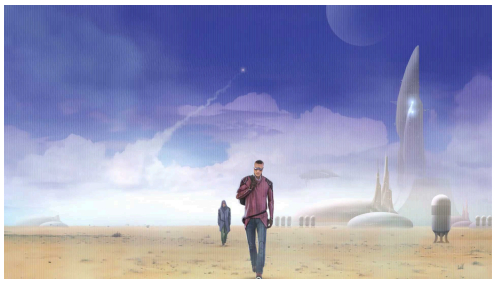
In 2146, the crew of the USCSS Dragonfyre, Nathan Ridley Gunne, Poul Vantera and Frank de Vries, lured the Terraformer away from Earth, through a Jump Gate connected to the larger, alien network stumbled upon by the USCSS Winterblossom. As the Terraformer fleet followed the USC fleet away, Gunne ordered the Dragonfyre to destroy the Gate to Sol, closing the system off to the network for hundreds of years.

Earth was saved, but across the network the Terraformer War raged on. Many Terran colonies were razed before the ever-dwindling USC fleet could bring the machines to book.

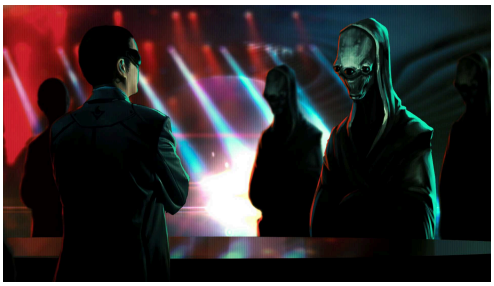
First Contact with the Paranid

130 NT
2250

In the wake of the Terraformer Conflict that had seen the Argon separated from their Terran roots, paranoia was so rife among them that peaceful negotiation between them and the first alien species they encountered was difficult to induce.



First identified by the Argon as Xenomorphs, then as Xenon (before the word was irrevocably connected with the descendants of the Terraformer fleet), tentative diplomatic talks with the Paranid began in 130 NT, after years of small skirmishes wherein both races had refused to identify themselves.



Progress was slow, with neither race trusting the other, but eventually trade and information exchanges were negotiated that benefited the Argon and Paranid both technologically and culturally.

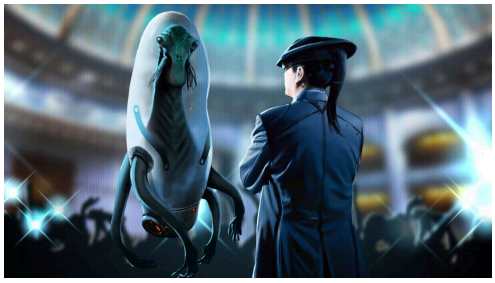
Foundation of the Federation	**241 NT** **2361**

Building themselves up from nothing after facing complete annihilation by the Terraformers in the Terraformer Conflict, the Argon spread throughout the Jump Gate network at a far slower rate than the original Terran settlers.

During this time, there were of course many disagreements over the direction of the Argon people, leading to the secession of both the Hatikvah Free League (original) and Free State of Solara from Argon Prime leadership. Despite their differences, however, they were able to join in an alliance, and in 241 NT the covenant creating the Argon Federation, with Argon Prime as its capital, was signed.

First Contact with the Boron

323 NT
2443



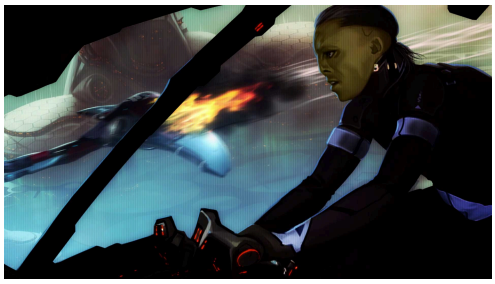
It was nearly two hundred years after first contact between the Argon and Paranid, in 323 NT, that first contact with the Queendom of Boron was made. The Boron were very open to treaty negotiations,

and it was a mere four months after first contact that trade and cultural accords were signed between Argon Prime and Kingdom End, the Boron home system. These accords formed a strong basis for Argon-Boron relations that have lasted ever since; the foundation upon which a close friendship between the two races was built.

The Paranid, less trusting than the Argon, refused to sign treaties so quickly with a race with whom they had had so little contact.

The Boron Campaign

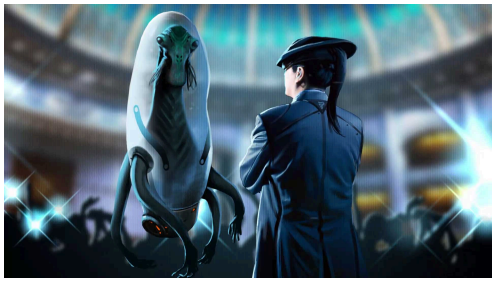
324 NT
2444



The peace that all three of the Argon, Paranid and Boron had known for a year after the Argon-Boron treaties were signed was suddenly shattered when the Queendom was attacked by a fleet of unknown ships accompanied by a flotilla of Paranid ships. The Boron were only able to survive the conflict with the help of the Argon, who were furious with the Paranid because of their sudden aggression.

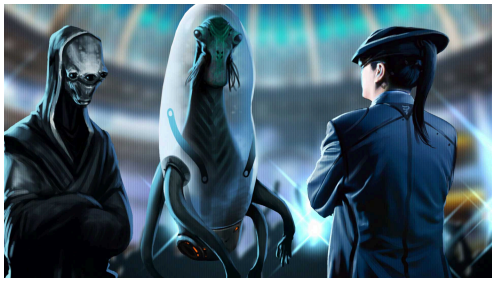
The Split, to whom the ships of unknown design had belonged, quickly made themselves known as an aggressive and war-hungry people who wished to challenge themselves against all, and for a number of years, small skirmishes with the Split were known to occur both in Boron and Argon space.

The Community of Planets	**328 NT** **2448**



In an effort to avoid further violence between the Argon, Boron, Paranid and Split, the Community of Planets was founded in 328 NT, pledging to work together in all things and against all threats in unity. Attempts were at first unsuccessful, with only the Argon and the Boron joining the Community in a so-named "Guild of Founders". The Paranid and Split, respective relations with the Argon and Boron still in ruin, refused to join, instead making their own alliance.

200 Years of Cold War	**514 NT** **2634**

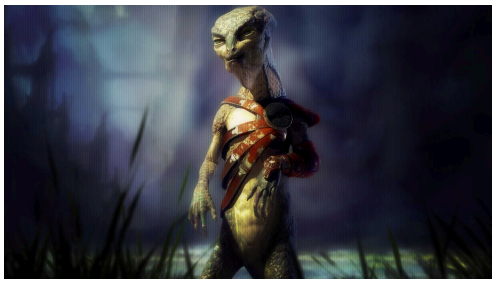


Following the initial, somewhat unsuccessful, founding of the Community of Planets, there were years of cold war between the Argon-Boron alliance on one side, and their respective adversaries, the Paranid and the Split. Though all races saw moderate economic growth and technological

achievement, it was fuelled predominantly by the necessity to be ready for war.

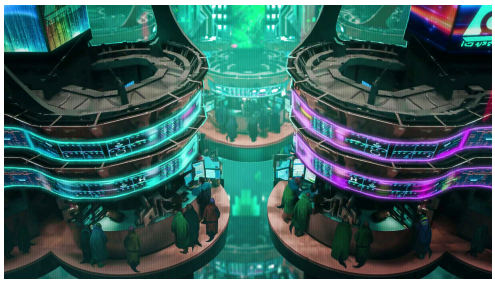
This cold-war state was finally broken in 489 NT when the Paranid, after much long and difficult diplomacy, agreed to join the Community of Planets. Though for another twenty-five years the Split Patriarchy stubbornly believed they could stand alone, they too were brought into the fold, in 514 NT, when the second formal founding of the Community of Planets was completed.

First Contact with the Teladi **550 NT 2670**



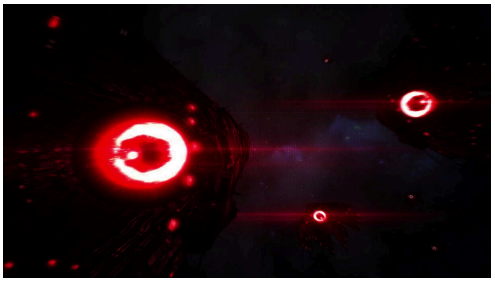
Contact with another species calling itself the Teladi was made in 550 NT. Ostensibly searching for their lost home, Ianamus Zura, the newcomers proved themselves shrewd business people with the uncanny ability to make the best of even the worst situation. Their introverted nature and ubiquitous tendency towards avarice proved uncomfortable to other races, but their financial brilliance all but assured them a place within the Community of Planets.

Such was their dominance over other races in business and economic fields that the Teladi quickly became the primary financial power within the Community, even introducing the Credit as a Community-wide currency to great success.



Evolution of the Xenon **742 NT 2862**

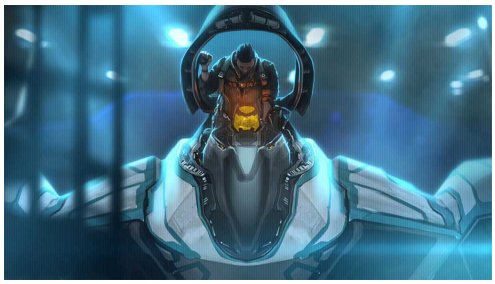
It is unknown how many Terraformers ignored or survived the safe self-destruct order issued by the USC in 2099 AD, though it is suspected that most that did were part of the Second Fleet that was furthest away when the order was given.



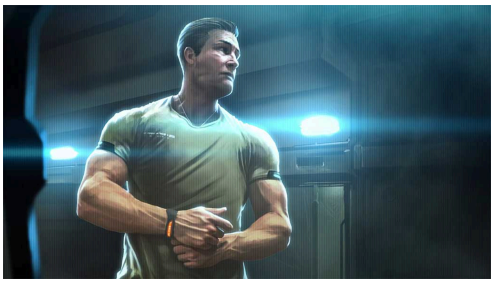
Over the years since, the word Xenomorph, and then Xenon, has been intrinsically connected to the self-controlled and seemingly intelligent machines that have plagued not just the Argon, but all members of the Community of Planets. If, as rumoured, they are the descendants of these Second Fleet Terraformers, then any hint of their objective to create beautiful Earth-like worlds is gone, replaced by an almost obsessive vendetta to annihilate all sentient, biological life.

Arrival of USC X and Kyle Brennan

742 NT
2862



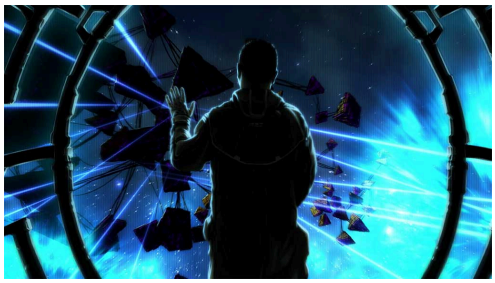
No one would have imagined that at the peak of Xenon activity in the Community of Planets, in 742 NT, a ship from Earth would arrive in Seizewell, a star system controlled by the Teladi Company, using a functioning jump drive.



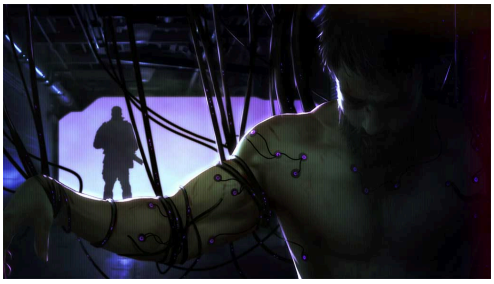
Though there was much ado about the Terran pilot and his extraordinary ship, Kyle William Brennan quickly proved his mettle by volunteering to aid in the Second Xenon Conflict, using the Terran technology equipped on the USC X, which far outstripped anything available in the Community of Planets, to cripple the Xenon central supply and power facilities. For his feat, Brennan was named "The Hero of the Xenon Conflict".

A New Threat Emerges

763 NT
2883



Years after Kyle Brennan's heroism, his son through Ninu Gardna was arrested for ties to the Yaki Syndicate. Though Julian Gardna-Brennan chose rehabilitation over imprisonment, his chance for true redemption came weeks later as the Argon colony of President's End was laid to waste by a fleet of unknown alien spaceships, later named the Kha'ak after a Split folk-tale.

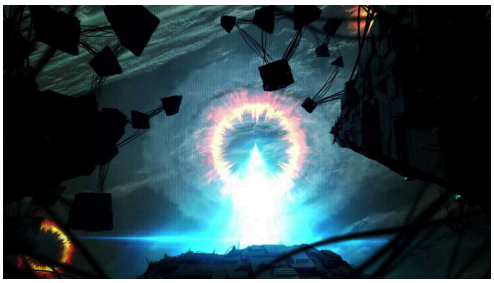


The Kha'ak were relentless in their assaults, striking all across the Jump Gate network. The offensive could only be stopped by Julian and his close friends, Saya Kho and Brett Serra, who chased the Kha'ak to Omicron Lyrae, where they were using Julian's father to unwillingly control an M0-class battleship.

Julian was able to rescue his father, and halt the Kha'ak assault on the system, but only at the cost of Brett Serra's life.

The President's End Massacre	**763 NT 2883**

The Argon colony of President's End had no military ships, and a minimal security force, when unknown alien ships jumped into the system with the use of fully-functional jump drives. There was barely time to breathe before these same ships opened fire on station and ship alike, tearing the small colony apart in under an hour, and jumping away before the nearest Federal fleet could respond.

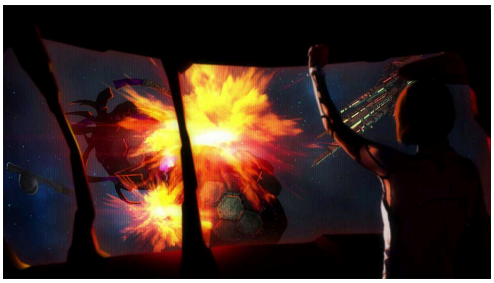


The Split would go on to name this new threat the Kha'ak, after a folk-tale told to scare children. The Community of Planets would fight a bitter fight against them for a number of years. This onslaught left ships and stations to rust where they had been annihilated by the deadly Kha'ak kyon beam weapons.

The Battle of Omicron Lyrae

763 NT
2883

The most famous battle of the Kha'ak campaign, the Battle for Omicron Lyrae saw Community hero Kyle Brennan unwillingly used to control a devastating Kha'ak M0 battleship, with weapons larger and more terrifying than anything ever seen by the Community of Planets.

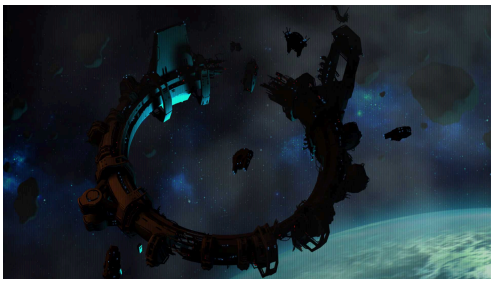


Only the intervention of Julian Brennan, Saya Kho and Bret Serra, all named Heroes of the Community of Planets for their efforts, stopped the M0 from destroying the heavily colonised planet of Omicron Lyrae, rescuing Kyle from the clutches of the Kha'ak. While Julian and Saya went on to play important roles in the finding of Earth and the Terran Conflict respectively, Bret was killed in the attempt to rescue Kyle and save the system.

The Race To Find Earth

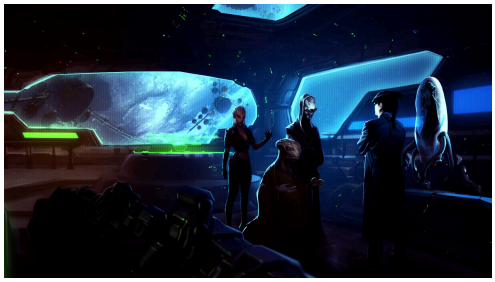
764 NT
2884

After the Battle of Omicron Lyrae, Kyle Brennan's desperate search for Earth became a staple of public opinion for many months. There were even those who believed his story and followed in his footsteps. These few included Ion, a Goner, who asked Julian Brennan for his assistance in claiming Kha'ak technology to build a new Jump Gate to Earth.



With the task completed, Kyle - still with an active connection to the Kha'ak hive - accidentally lead the Kha'ak directly to the Gate, and then to Earth itself. If the Kha'ak expected a swift victory in Sol, however, they were denied it, as the far superior USC fleet, greatly improved since their disconnect from the Jump Gate network, awaited them.

Relations with the Terrans Begin to Cool — **764 NT 2884**



After their assistance in dealing with the major Kha'ak offensives at the end of the Kha'ak conflict, the Community of Planets was eager for Sol to join its ranks. The Government of Earth and the Outer Solar System (GEOSS), the system-wide government of Sol, was willing to undertake a loose alliance with their long-lost cousins, the Argon Federation, alone, but declined the offer to join the Community.

Other races were hurt by what they saw as a slight against them, and relations slowly began to cool off, but the Jump Gate network once again knew peace, for a short while.

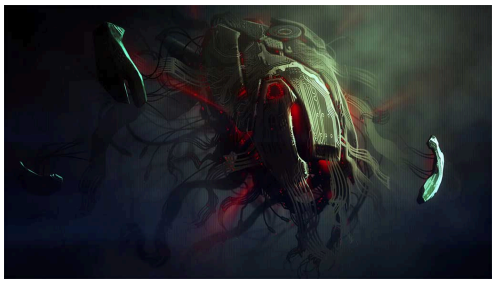
Operation: Final Fury — **764 NT 2884**

Though the M0-class battleship used by the Kha'ak at the Battle of Omicron Lyrae was destroyed, and no more were seen during the rest of the Kha'ak campaign, the Kha'ak remained a dangerous threat to the Community of Planets for some time. The tide only

turned against them when a connection to the Sol Gate was re-established, and the technologically advanced USC fleet were able to stifle the last major Kha'ak offensive.

After that, the Community of Planets was able to organise a counter-attack against the Kha'ak, using information gathered from Kha'ak ships to locate the hive's point of origin and destroy it. This operation was known as Operation: Final Fury and is seen as the end of the Kha'ak campaign.

Tensions Build over AGI Usage	**770 NT** **2890**



In the centuries since Nathan R. Gunne destroyed the Jump Gate leading to Sol, Terrans had fostered a deep distrust of any and all artificial intelligence, something that, despite the threat posed by the Xenon, had not been mirrored by the Community of Planets.

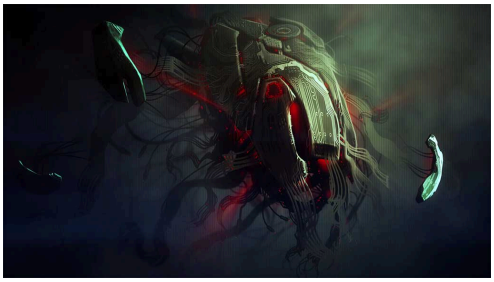
The Terrans made it quite clear that they would not allow their mass-produced ships to be artificial intelligently-controlled, nor would they allow artificial intelligently-controlled ships to enter their space. Additionally, they bid the Community to allow computer-controlled ships to be inspected by the AGI Task Force for any potentially dangerous intelligent systems. The Community of Planets refused.

Strictly determined that AGI never again become a threat to Sol, the Terran government ordered the USC and ATF to fly into Argon

space.

The Terran Conflict	**774 NT** **2894**

The Community of Planets was quick to see the Terran fleet moving through Argon space as an act of aggression, and reacted accordingly. War fell onto the Jump Gate network once again, and thousands more were killed as the Community came to realise just how advanced Terran technology was in comparison to their own.



There was no hope of the Argon Federation being able to defeat the USC in a direct confrontation. Instead, they drew on Terraformer technology developed in secret by the Beryll; new CPU ships and assembler drones were built, with new Jump Gates also built to maintain supply lines.

The Destruction of the Torus Aeternal	**778 NT** **2898**

Saya Kho, serving for some time as an Argon Secret Service agent on Earth, feared greatly that the Terran Conflict would lead to the defeat of her beloved Argon Prime. In the absence of sound alternatives, she was forced to take extreme measures.

She and Sherman Hiatu, an Argon double agent stationed in the Sol system, devised a plan to destroy Earth's last line of defence, the Torus Aeternal, coordinating with the Federal and Beryll fleets to strike the planet as soon as the space station had been removed.

In 778 NT, they put their plan into action. They initiated an emergency procedure known as segment-separation. Torus Aeternal would separate into its constituent 420 segments that drifted into a higher orbit, hereby irrevocably destroying the Torus. Although the number of casualties was low because the segments sealed themselves to act as lifeboats, some individuals in the connecting elements were killed, among them Saya Kho and Sherman Hiatu. Neither body was ever found.

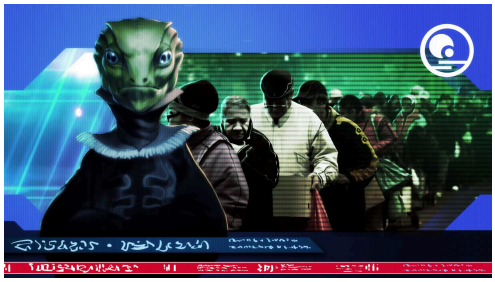
Warp Instability	**780 NT** **2900**

In -24 NT, at the end of the Terraformer conflict, connections between all Jump Gates were unexpectedly severed, and then, just as surprisingly, re-established. The now-stranded Terrans, who would eventually become the Argon, were the first to realise that the network now had a different configuration from before.

Later, during the Terran Conflict, the Jump Gates once again began to destabilise. Unstable Jump Gates began flickering, first sporadically and then on an almost daily basis, before shutting down completely once again in 798 NT.

Theorists suggest that these shutdowns align with extreme rises in the aggression of the Xenon, or other artificial intelligence threats. They question whether it may be an attempt to slow the destruction of intelligent biological life.

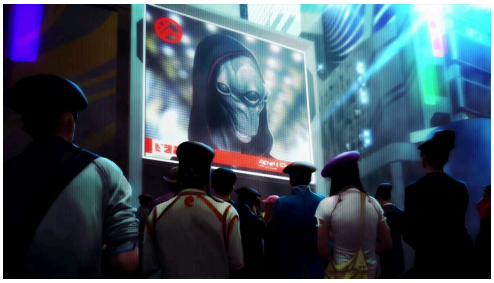
The Jump Gate Shutdown	**782 NT 2902**



After 20 years of instability, during which time more and more systems disconnected, the Jump Gate network shut down completely in 798 NT. As every remaining active Gate deactivated, the universe was thrown into chaos. Scores of star systems that depended on resources coming in from other territories were thrown into anarchy and war as, in their panic, people fought for survival. Diplomatic relationships and alliances that had stood the test of time were destroyed altogether. The fate of many star systems, and many people, is yet to be uncovered. After 284 years, the Community of Planets ceased to exist.

The Alliance of the Word	**801 NT 2921**

In 801 NT, messenger drones from Sacred Relic appeared in Argon Prime and Kingdom End, bringing word from the Paranid that they were attempting to find out the reason for the shutdown, and trying to send any aid they could. These Paranid called themselves the Alliance of the Word, offering some kind of communication between star systems.



The Alliance of the Word still operates in Sacred Relic to this day, sending automated scouts to systems still trapped outside the newly connected Jump Gate network, in the hope that they may find out who has survived the dark times, and send aid to them if necessary.

The Gates Reopen	**803 NT** **2923**

It is impossible to know when the first of the thousands of Jump Gates throughout the universe reopened, or indeed which gate it was. However, the first instance of a reopening recorded by the Alliance of the Word was in 803 NT, connecting Sacred Relic to Pious Mists (then an unexplored system). Messenger drones they had sent to nearby systems, soon returned with news of more open gates.

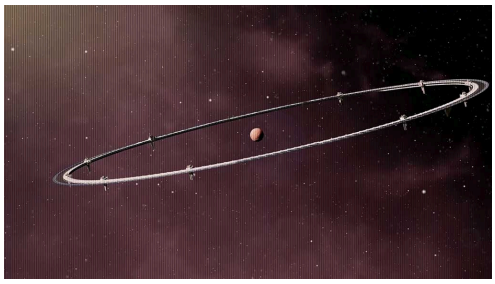
For almost twenty years, Jump Gates continued to open and close much as they had after 778 NT; some sporadically opening, closing and reconnecting to a new location, others turning on and immediately stabilising.

The Gate Network Stabilises	**820 NT** **2940**

In the twenty years after first reports of reopened Jump Gates arrived in Sacred Relic, the Alliance of the Word continued to study Jump Gates and as many unstable warp anomalies as they could for any pattern or reasoning behind the instability of the system.

Though they were unable to garner much, they were able to find a noticeable pattern. As time passed, more and more Gates were not only remaining open, but also stable. By 820 NT, they had gathered enough data to be able to confirm publicly that the new Jump Gate network was completely safe to traverse.

Unbihexium	**825 NT** **2945**



The QeV-Collider, constructed by the Beryll between 778 and 782 NT, was designed to synthesise element 126, Unbihexium, from the theorised island of stability. A previous prototype on planet Hideon had catastrophically malfunctioned, fracturing the planet in the process.

Within one jazura of operation, the QeV-Collider produced approximately 4kg of Unbihexium. The element demonstrated a half-life of 4.4 jazuras, extendable to decazuras with magnetic stasis. The Beryll prepared to test 980g of Unbihexium on an uninhabited sector's unstable main-sequence star using a linear accelerator.

During final launch preparations, the star unexpectedly ejected massive amounts of solar material, overwhelming the station's radiation shielding.

After the solar mass ejection, radiation levels throughout the accelerator station exceeded 9 sieverts per hour - a dose high enough to cause immediate neurological effects, unconsciousness within minutes, and death within hours. All personnel on site perished, resulting in the abrupt termination of the experiment.

After the Fall of the Gates, the QeV-Collider became unreachable. When more and more Jump Gates re-activated, a remnant of the Beryll that called itself Ektoberyll was able to locate the old experimental station; its crew deceased, but equipment remaining and Unbihexium still in its containment field. After all this time, the experiment was scheduled to resume with enhanced radiation shielding.

WARES AND UPGRADES

Wares

AGI Heuristic Core **Inventory**

An AGI Heuristic Core is a CPU core which uses a heuristic approach to problem-solving. This means that it employs methods which are practical, though not guaranteed to be optimal, and which lead to the identification of a suitable approximation. Heuristics are commonly applied in Artificial Intelligence, and because of this, are also found in Xenon system architecture. Due to its status as a core technology in the creation of AGI Terraformers, and its potential for use in the manufacturing of powerful hacking devices, the AGI Heuristic Core is outlawed by most members of the Commonwealth.

AGI Neural Network **Inventory**

The Artificial General Intelligence Neural Network has so far defied explanation by the few Commonwealth scientists authorised to study it.

It is thought to perform, or perhaps merely support, a number of Xenon memory, sensing and communication functions.

AGI Processor **Inventory**

The Artificial General Intelligence processor is a poorly understood Xenon component, believed to provide AGI computing power.

AGI Quantum Data Shard

Inventory

This Data Shard appears to contain old Xenon code and data. Some speculate that it could be used to research Xenon technologies, but it would require advanced research facilities and highly skilled research staff to unlock its secrets. This shard may also be sold on the black market, as its casing is made from valuable materials.

Advanced Composites

Hightech

Formed from some of the refined resources collected from mining ships, advanced composites is a general term for many compounds created to serve several purposes; most commonly used in the production of a variety of equipment parts.

Advanced Electronics

Shiptech

Designed specifically to work alongside weapon and turret components, it is a variety of advanced electronics that allow different weapons and turrets to have a range of turning speeds, fire rates and cooldowns. Whereas field coils for shields and antimatter converters for engines are more modular and can be used 'across the board', different weapons and turrets expect different electronic systems to be used in order to ensure the correct properties. However, as all equipment is built and repaired on demand, all advanced electronics are shipped to shipyards and equipment docks together.

Advanced Targeting Module **Inventory**

The Advanced Targeting Module provides a step up in a vessel's offensive capability.

Aguilite Crystal **Inventory**

Discovered by Ichirou Aguilar, a Terran mercenary trapped in the Jump Gate network after the Sol Gate was destroyed, this crystal is not found so commonly, but is also not so rare that its price on the free market is deemed ludicrous.

Algae Scrubber **Inventory**

This life support enhancement uses a genetically modified form of algae as part of a biological waste recycling system.

Antimatter Cells **Refined**

Highly advanced magnetic storage devices that carry antimatter. Due to the effect of Hawking radiation and their being self-powered, antimatter cells cannot store antimatter indefinitely. They are produced and filled using refined hydrogen and primarily used in the production of engine parts, and also can be miniaturised to be used in claytronics.

Antimatter Converters **Shiptech**

Attached to the antimatter cells used in engine parts for both main engines and thrusters, antimatter converters fine-tune the amount of energy used to a more specific configuration. It is the use of this component that allows so many variations of engine, as their number and set up greatly impact the power and efficiency of the final product.

Antimatter Injection Sensor **Inventory**

This is a small device used in propulsion development to measure the flow and behaviour of antimatter particles in engine reaction chambers.

Aquaponic Vegetables **Inventory**

Plant-based food produced in closed-cycle aquaponic systems, where nutrient-rich water from fish tanks sustains crops such as Spirulina and other edible plants. Widely used aboard stations and long-range vessels due to their reliability and low maintenance requirements.

Argnu Steak **Inventory**

Argnu steaks are a popular foodstuff derived from Argon bovines.

Artificial Paranid Eye

The Orb of Abmanckulot resembles a precious jewel. However, it is in fact a prosthetic eye, once worn by Abmanckulot of the Honour Guard of Apotheosis.

Ocular prostheses are rare in Paranid society, as the loss of an eye usually results in social ostracism. In Abmanckulot's case, he suffered no such penalty and was, indeed, further honoured and promoted to Vice Admiral and the helm of a destroyer.

The prosthetic eye was a gift from the Pontifex himself, and rumour has it that it performs enhanced functions beyond simply replacing an eye.

Bandages **Inventory**

An essential part of any ship's first aid inventory.

Bandannite Crystal **Inventory**

First collected by an explorer from an asteroid in Ore Belt, Bandannite was named after the legendary Ban Danna, an Argon military commander and war hero before the Jump Gate shutdown. Rediscovered across the entire Jump Gate network after the realignment, this crystal is not the rarest, but will still fetch a good sum at the right dealer.

Basic Scanner

Software

This scanning software provides basic identification of nearby objects.

Bionic Augmentation

Recent planetary experiments by the Segaris Pioneers have proven increasingly dangerous for scientists and volunteers alike. For that reason, it has been deemed necessary to employ body augmentations to improve the physical resistance of those who work in extreme environments.

BoFu

Food

BoFu meals are known to be very nutritious and healthy. The Boron love them, and it is said that their pilots can live on just a nugget of BoFu for almost a week.

BoFu is grown in special BoFu Chemical Labs, from Plankton and other secret ingredients. Even though the Boron are famous among other races for their delicious Stott Spices, the taste of BoFu is no joy to anybody but themselves.

BoFu Nugget

BoFu meals are known to be very nutritious and healthy. The Boron love them and it is common for a single nugget of BoFu to last many days.

BoGas **Refined**

The unusual natural resources found on the planet Nishala mean that the planet is really a huge chemical factory. From these many chemicals, the Boron manufacture a unique gas that is used throughout the universe as the ultimate painkiller and anaesthetic.

After the Boron government stopped any commercial use of the natural resources of its planet, BoGas is now artificially reproduced in Synthetic BoGas Breweries throughout the Queendom of Boron.

Bomb Launcher **Spacesuit Upgrade**

The spacesuit-mounted bomb launcher is a lightweight deployment system for small-scale offensive ordinance. This includes spacesuit EMPs and explosives, which seek to attach themselves to targets after launch.

Caution is advised.

Burnite Crystal **Inventory**

Though the pilot who first discovered this crystal wished to remain anonymous, and the reasons for its mysterious name are not known, it is confirmed to be one of the rarest precious stones currently to be found in the Jump Gate network. Traders and collectors will pay almost any price for it, giving a strong incentive for explorers to search asteroid fields closely for such a prize.

Cahoonas **Inventory**

Produced from processed Argnu beef, Cahoona meat blocks are standardised food units formed using a mechanical press and enriched with Delexian wheat. Their high nutritional value and widespread consumption have made them a staple commodity across multiple systems.

Capacitor **Inventory**

Contemporary capacitor units leverage quantum entanglement to synchronise charge states between paired modules instantaneously, regardless of distance. Though originally developed for faster-than-light applications, this variant is primarily deployed in Harmonic Resonators.

Carbon Filter **Inventory**

The Carbon Filter is a graphene-based element used in life support systems.

Charged Particle Regulator

Inventory

Used in particle science and weapon technologies, this regulator is capable of re-routing streams of charged particles millions of times a second. Doing so ensures maximal output with minimal overheating.

Chelt Meat

Agricultural

Chelts are sea-bound creatures that once roamed the seas and oceans of the Split home planet. The Split harvested them for meat, oil and their skins, which they used to create a tough leather like material. However, Chelts were eventually over-hunted and almost brought to extinction. Nowadays Chelts are grown in space, in Chelt Aquariums, and used to produce food for Split workers to consume.

Claytronics

Shiptech

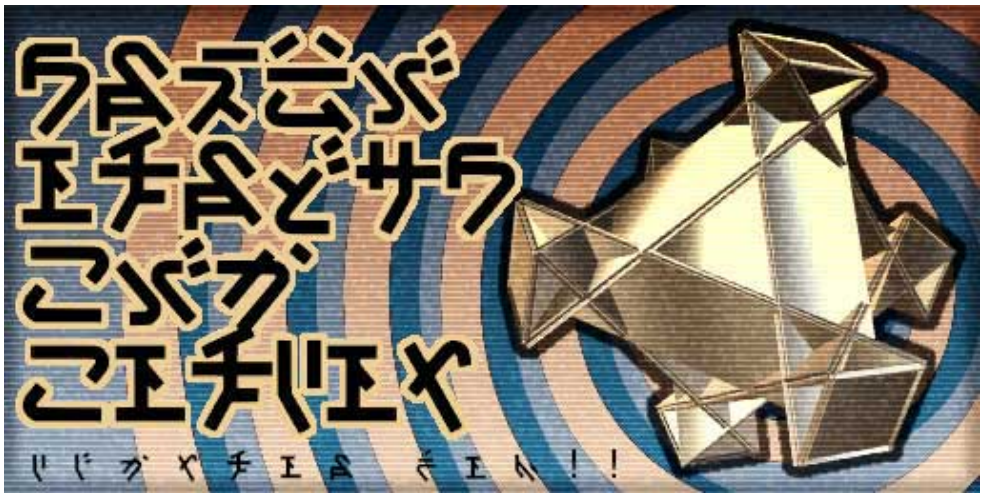
More commonly known as programmable matter, claytronics are made up of millions of individual nanometre-scale computers known as catoms. This technology lives at the heart of any non-Xenon

station, used to build anything from internal wiring to computer systems and control mechanisms - effectively everything but the hull of the station itself. Claytronics are always in high-demand, as the universe rebuilds itself after the Jump Gate shutdown.

Cluster Mine

Cluster Mines are much like Friend/Foe Mines, but are used for area coverage. Instead of a single explosive device, deployment of a cluster package results in an array of such devices, each equipped with its own target detection and detonation mechanisms. The result is a deadly carpet of mines, which is hard to navigate through and even harder to disarm without the correct security codes.

Computronic Substrate **Hightech**



Computronic Substrate is the advanced Terran version of programmable matter. The "atoms" forming the Substrate can mimic virtually all other elements and particles, natural or artificial. This incredible feat, and its wide-spread application, is what makes modern Terran station and ship designs possible.

Condensate Sample **Inventory**

This sample contains a miniscule amount of the Northriver Company's Protectyon; nowhere near enough to power a Protectyon Shield Generator. It is stored in a special capsule to allow it to be transported without incident.

Crystal Binder **Inventory**

Industrial-grade paste formulated from refined Nividium compounds. Primarily employed in precision binding applications by jewellery manufacturers. Offers exceptional molecular stability and adhesion, particularly suited to crystalline materials.

Crystal Bit **Inventory**

This drill bit component is formed from a hardened, crystalline composite, making it extremely durable.

Damaged Singularity Engine **Inventory**

The damaged remains of this particular Singularity Engine are in a better condition than most. Unlike most examples found to date, the core has not melted and it might be possible to get it working again with the right components. It's definitely going to need a new flux capacitor, however.

Data Fragment **Inventory**

Partial data segment of unknown origin. Can be decrypted or translated into Xenotext when analysed in conjunction with Xeno-Inscriptions. Commonly used in linguistic reconstruction and cipher mapping efforts.

Decryption Module **Inventory**

A decryption module is a chip containing a series of decryption algorithms that can be used to bypass most computer firewalls. Though not much use on its own, it is the most important part of both the Defence and Security Decryption Systems, which makes it a vital and highly sought-after tool.

Delirium **Inventory**

While this protein combinant has diverse physiological and psychological effects, it is universally considered to be dangerous to health and is illegal in most jurisdictions unless administered by a medical professional.

Disrupted Engine **Spacesuit Upgrade**

This spacesuit propulsion unit is disrupted and operating below the manufacturer's published performance levels.

Docking Computer Mk1 **Software**

This flight software automates the final stages of the docking procedure.

Docking Computer Mk2 **Software**

This flight software increases the range at which the docking procedure can be automated.

Drone Components

Shiptech

Much like weapon and turret components, drone components have been generalised and standardised across much of the Jump Gate network to be modularly used in all kinds of drone, making them a highly sought-after resource. Drone components are directly shipped to shipyards, equipment docks and stations to source drone-building, which is done on-demand as and when it is necessary.

Economy Analytics Software

Software

Mk1

No information available

Electronics

Inventory

Considered to be essential in the construction of most systems and subsystems, Electronics are basic components that are usable in a wide variety of electrical items.

Encrypted Contract

An Encrypted Contract cannot be accessed without verified authorisation.

Encrypted Espionage Documents

These documents were lifted from the Sandwell Archive servers. They contain a wide range of sensitive information which could potentially devastate the Argon Federation, if it were ever to fall into the wrong hands. The information is encrypted and currently inaccessible but, given enough time, a resourceful intelligence agency would surely be able to unlock it.

Encrypted Evidence

Often secreted in hard to find places, Encrypted Evidence contains secret documentation and must be protected with care.

Encrypted Malware

Used exclusively by malign actors, Encrypted Malware is an advanced programme used for espionage or electronic theft.

Encrypted Recording

Encrypted Recordings are generally sensitive surveillance records, which should not find their way into the wrong hands.

Encrypted Report

These encrypted reports are usually stored on ships' black boxes. They are used to log important transactions and other relevant metrics. However, due to either the state of the black box it was salvaged from or the encryption software used, it is unfortunately very rare to actually be able to access the report in any meaningful way.

Encrypted Research Paper

Deep-technology analysts are occasionally tempted into prohibited arenas.

Encrypted Research Papers are often suspected of relating to illegal and unethical research, for example into Artificial General Intelligence. They should be handled with care.

Energy Cells

Energy

Contrary to common belief, Energy Cells are not simply glorified batteries; actually, they are sophisticated bio-chemical (or bio-mechanical, depending on technology) devices capable of storing energy near or at 100% efficiency.

Engine Fuel Injector

Modification Parts

Basic, Advanced, Exceptional

Though ship engines no longer require liquid fuel, if it can be safely added to the mixture that powers the engine, it may well be possible to improve engine properties. This requires a fuel injector, not used in ship engines since liquid fuel was a requirement. As they have now fallen out of use, many pilots have simply thrown them away or scrapped them for parts, and so they may be difficult to come across.

Engine Parts

Hightech

Comprised of a number of different components that make up ship engines, engine parts are delivered straight to the end customer, most commonly shipyards and equipment docks, who then use them themselves to produce or repair engines. While naturally engine parts are a very necessary resource across the entire Jump Gate network, the ability to produce and repair engines on demand, instead of requiring an entirely separate production step for each, has greatly streamlined the universal economy.

Erlking Power Core

Exhibiting an unconventional design, the Erlking's power core provides an almost unrivalled amount of energy for its size. Exotic particles, sourced from the Avarice Tide phenomenon, are contained by a powerful pair of field generators, which then direct them to collide with heavy elements. This results in a massive burst of energy, as well as hazardous radiation. Construction and maintenance are notably expensive and fraught with danger; a

combination which lead to the Erlking being known as a ship-of-the-dead before it was even completed.

Experimental Vaccine **Inventory**

To account for the vastly differing immune systems of the Terran Protectorate's many offworld subjects, Sol's pharmaceutical industry continuously develops new methods to efficiently screen and immunise citizens in transit. This particular sample was prepared for injection via a pneumatically launched projectile.

Explosives

Though nothing compared to the force of a ship weapon or missile, these explosives are still capable of tearing open a small area of hull or rapidly dismantling a small building, if enough are used. Of course, such a weapon is considered illegal across most of the Jump Gate network, but that does not stop them being traded quite frequently on the black market.

Extended Fuel Container **Modification Parts**

Though it has now been a while since ship engines required liquid fuel to function, these fuel containers can still be found throughout the Jump Gate network, often used to contain something completely different, and sometimes used by modders in engine modifications.

Family Heirloom

This artefact holds emotional value for a specific family.

Field Coils **Shiptech**

Used to fine-tune the arrays used on ship and station shielding, field coils allow for much more modulation than using shield components alone. As such shipyards have begun using them to build a much wider variety of shields than was previously available. Like many of the components used on ships - that aren't the hull itself - shield components are shipped straight to shipyards and equipment docks so that shields can be produced on-demand.

Fine Meal **Inventory**

While foodstuffs are reasonably abundant, some gourmands prefer a more elevated repast.

First Aid Kit

The first aid kit is a standard-issue medical emergency resource, containing a range of dressings, disinfectants and basic medications.

Flares **Countermeasures**

A piece of equipment tried and tested over hundreds of years, the modern flare has continued to be a boon for many a combat pilot in recent years. Forcibly ejected from a compartment of a ship, flares then explode so that the sudden heat signature may distract a guided missile from its original target, and before exploding additionally send out a small electro-magnetic signature that can disrupt a target lock before a missile is even fired.

Flight Assist Software **Software**
Mk1

This flight software assists a pilot by automatically compensating for drift when changing flight direction.

Flux Capacitor **Inventory**

The flux capacitor itself is a very old piece of technology, but for a long time it was little more than a curiosity with no viable practical application outside the laboratory. This changed with the development of the Singularity Engine, but since the other technologies used in this engine were a closely-guarded secret, now lost, flux capacitors are no longer in production.

Food Rations

Food

Food Rations come in a large variety; as far as rations for the species Homo sapiens are concerned, they mainly contain wheat, freeze-dried meat and different spices as well as vitamins and essential minerals.

Friend/Foe Mine

Friend/Foe Mines are equipped with specialist software that allows the user to program the mine not to respond to friendly targets. This is usually achieved over comm-frequency identification, and friendly targets must stay informed of changes to the frequency so as not to accidentally fall foul of the mine's dangerous payload - this, in and of itself, is almost always an automated process.

Glow Malt

Inventory

A premium-grade malt derived from select microbrew varieties. Notable for its purity and potency, it significantly exceeds spacefuel in both quality and value, and is commonly used as a base ingredient in high-tier beverage formulations.

Graphene

Refined

Produced from refined and heavily modified methane gas in the modern era, graphene is a semi-metal that has many uncommon properties. Due to its strength and resistance to heat and electricity, it is used to produce a variety of tech-level resources, and is also used to help in the reinforcement of hull parts.

Hacker Chips

A highly specialised form of microchip that contains a wide variety of electronic decryption and hijacking algorithms, hacker chips are, of course, illegal across the Jump Gate network, and if you are caught with them on your person, you will immediately be reported to the authorities.

Hacking Tool

Spacesuit Upgrade

The suit-deployed Hacking Tool offers pilots an interface to ship, installation and other systems that require direct access.

Hacking is, unsurprisingly, illegal in most jurisdictions. Pilots are advised not to be seen using this tool.

Hallucinogenics

Inventory

The use of these powerful perception-distorting chemicals is ill-advised outside of a medical or scientific setting. Do not consume if piloting spacecraft or operating heavy machinery.

Hand Laser — **Spacesuit Upgrade**

The hand laser is the entry level sidearm. Being marginally more suitable for cutting chelt meat than for actual combat, it has spawned the now famous idiom, "Never bring a hand laser to a blaster fight".

Harmonic Resonator — **Inventory**

Incorporating trace amounts of a crystalline alloy refined from neutron star remnants, this device emits precisely tuned frequencies designed to modulate the ambient quantum field. Typically installed in nurseries and medical bays, it generates low-intensity ambient sounds associated with reduced neural stress responses.

Head of a Split — **Inventory**

The severed head of a male Split. In Split culture, it is not uncommon to scour the battlefield and take trophies to commemorate crucial victories. When another Split family has possession of such a trophy, it is a disgrace to all surviving family members of the defeated. This head was detached from the Zyarth Patriarchy officer Zar t'Qjjd, who headed the Fires of Defeat offensive.

Helium — **Gases**

A colourless, odourless and non-toxic noble gas, helium is found in great abundance in gas nebulas across the entire Jump Gate network and is usually collected by mining ships to be refined into superfluid coolant.

Herbicide

Derolax-OW is a highly toxic industrial herbicide. Gardeners are advised to use this only while wearing level 1 personal protective equipment.

High Energy Catalyst

Modification Parts

Whether it be a rock or metal, or something man-made, these objects when exposed to specific elements will cause a short but strong and surprising explosion that can be used for a variety of purposes.

Hull Parts

Hightech

Made from refined metals or teladianium, Hull Parts are most commonly used to build the hulls of ships and stations, though they do have some other uses such as in drones and weapons. Usually layered for additional protection, and using other compounds to further reinforce, Hull Parts are still cheap to produce - a bonus, considering their position as the most frequently used resource in the Jump Gate network.

Hydraulic Pump

This ancient technology remains in use due to its extreme reliability.

Hydrogen

Gases

Historically, Hydrogen has been used mainly in H-fusion generators. These days however, with the rise of sustainable M/AM mass conversion, Hydrogen is routinely converted into anti-Hydrogen for use in Antimatter Cells.

Ice

Ice

H2O in its solid state of aggregation, used for industrial water supplies and general consumption after treatment.

Infused Beverage

Inventory

A high-grade beverage produced in zero-gravity, cold-infused with Massom Powder over a period of five jazuras. Variants differ in composition, but all exhibit mild restorative properties, including limited cellular regeneration and enhanced resistance to low-grade spaceborne pathogens.

Interface Unit

Inventory

This interface unit is essentially an intelligent signal converter designed to allow different pieces of equipment, developed by different species and using a variety of technologies, to communicate. It has numerous input and output ports, and has a learning mode to allow it to determine the correct signals to use.

Jar of "Cerberus" Brand Hotdogs **Inventory**

This jar of hotdogs appears to be quite old, but the seal is intact and the consumption safety indicator is green. There is some illegible handwriting on the lid, with a signature at the end that says something like "Outrider".

Kyon Crystal **Inventory**

Used in the manufacture of Kha'ak beam weapons before the Jump Gate shutdown, many of these crystals were salvaged from wrecked Kha'ak ships during the Kha'ak War and Operation Final Fury, and so have been carried across the Jump Gate network or handed down over the generations. There are reports of it being found naturally occurring in some asteroids across the current Jump Gate network configuration, but so rarely is it found that these reports are yet to be confirmed.

Kyon Crystallite **Inventory**

A poorly understood component in Kha'ak technology.

Kyon Crystal Shard

A poorly understood component in Kha'ak technology.

Lodestone **Inventory**

Ingots of the mineral magnetite, which is a naturally occurring magnet.

Long Range Scanner Software **Software**
Mk1, Mk2

This scanning software increases scan resolution, allowing more accurate identification of certain types of objects.

Lost Fragment **Inventory**

Believed to originate from an unknown civilisation - potentially a precursor to known species or an entirely undocumented alien culture - this object defies precise classification. While lacking apparent functional utility, its construction and provenance render it of significant interest to collectors and researchers alike.

Magnet

A magnet will quickly and securely fasten to any magnetic compound, which includes many metals and semi-metals. On trying to unfasten the magnet, some amount of resistance will be met.

Maja Dust

Pharmaceutical

Chemically processed from crushed maja snail shells, maja dust is a relaxant and hallucinogenic sold as a powder-substance that is inhaled. Though any official Paranid government would have the populous believe that maja dust is not commonly consumed, it is thought to be highly likely, particularly in light of the ongoing Paranid civil war, that many Paranid and non-Paranid alike are partaking in the outlawed substance.

Maja Snails

Agricultural

Grown across many Paranid colonies, as well as in tanks across Paranid space, maja snails provide Paranid with a good number of the nutrients they need to survive. Commonly treated very well, once a snail dies its shell and flesh are both processed as part of soja husk, along with soja beans. The shell of the maja snail is also commonly used as the main ingredient of the drug known as maja dust.

Majaglit

Inventory

Majaglit is a type of jewelry seen as the mark of high-society by many Paranid. It is forged, usually, from the superheated shell of a maja snail, that is then crushed and heated again until it forms a glass-like liquid that when cooled will harden into whichever shape the artist has formed.

Massom Powder **Inventory**

A processed food additive produced by the Split from Scruffin, a sweet root native to their territory. This yellow powder is traded widely and used by various races to enhance local foodstuffs. Some variants, blended with Soja Husk, are preferred by the Paranid.

Meat **Agricultural**

Though meat comes in a great variety, the most sought-after type as of late is so-called 'vegan meat', synthesised and cloned not from real animals, but from cell cultures. However, real Argnu meat is still popular within the human population of many worlds.

Medical Supplies **Pharmaceutical**

Medical supplies contain a number of different concoctions and remedies used to keep station workforce healthier and happier during their time aboard. Completely natural in design, these supplies have been vetted by both the Argon Federation and Godrealm of the Paranid to ensure they are both legal and safe, and thus there is no licence necessary to carry or supply them.

Menelaene Crystal **Inventory**

A crystal discovered at the heart of an asteroid in Kingdom End, Menelaene is named after the then princess of the Queendom of Boron, Menelaus. Many a miner have since found this rare crystal in asteroids scattered throughout space, and though many simply sell

the crystals for a profit, some choose to hold onto the precious stone, in the hope that the Boron may one day re-emerge from the darkness.

Metallic Microlattice	**Hightech**

A metallic microlattice is a synthetic porous metallic material consisting of an ultra-light metal foam. One of the many uses of microlattices is in the production of extremely lightweight and efficient structures for structural reinforcement and heat transfer in high-performance vehicles.

Methane	**Gases**

Found in ample supply in gas nebulas across the Jump Gate network, methane (CH4) is collected by mining ships and taken to refineries to be processed into graphene.

Micro-Gimbal **Inventory**

A microengineering component used mostly for stabilisation.

Micro-Motor **Inventory**

Used in advanced electrical systems, the micro-motor is resistant to electromagnetic interference.

Microbrew Drink **Inventory**

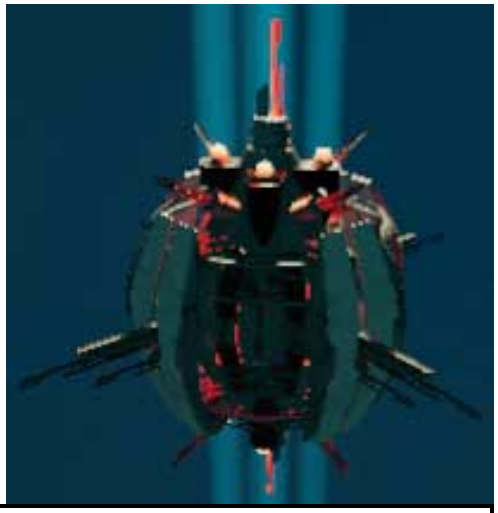
Originally used to describe potent beverages produced in limited quantities by independent ventures, the term Microbrew Drink now refers to a broader category of locally brewed beverages. While most remain confined to their point of origin, select varieties have achieved wider recognition.

Microchips **Hightech**

Used in a wide variety of equipment parts, micro-chips are produced using silicon wafers, which, while fragile, allows them to conduct at a much higher rate. This, in turn, allows far better processing in the equipment that uses the micro-chips, which includes many advanced electronics and components.

Mine

Mines are a commonly-used static combat tool that explode and cause massive hull damage under a number of circumstances. Some explode on contact, some when a target comes within a certain range. Some even track their targets and can be programmed to recognise friend from foe.



Mining Scanner Software

Software

Mk1, Mk2

No information available

Missile Components

Shiptech

Missile components are used in the construction of all missiles, often with a different number and configuration making up the construction of each missile. As with ship equipment, missiles are built on demand, and so missile components are bought at and found at shipyards and equipment docks, where most pilots can order missiles on demand.

Mitonene Crystal **Inventory**

Named after the famed Boron scientist, Mi Ton, mitonene is rarely found among asteroids, at least in the current configuration of the Jump Gate network, therefore fetching a good price at most free market traders.

Mixed Fruit **Inventory**

A term applicable to a large variety of sweet produce.

Modular Trigger **Inventory**

An experimental device of interest in automation engineering.

Nanite Fabricator **Inventory**

Given strict regulations on any self-replicating technology, nanites have hardly developed beyond being able to break down and restructure basic materials. Through minor adjustments, they can work to create circuitry, but the practice is often seen as both inefficient and potentially dangerous.

Nav Beacon

Nav beacons remain the last and best ally of the lost pilot. Once deployed, the beacon will emit a light strong enough to cut through

even the thickest nebula, and at a frequency that can be seldom missed. They are often dropped strategically throughout dangerous parts of space, to designate a safe route, or intermittently in heavy nebulas to guarantee that even the worst pilot has a chance of finding their way back home.

Needle

Sharp device used for precision penetration. Also in garment repair.

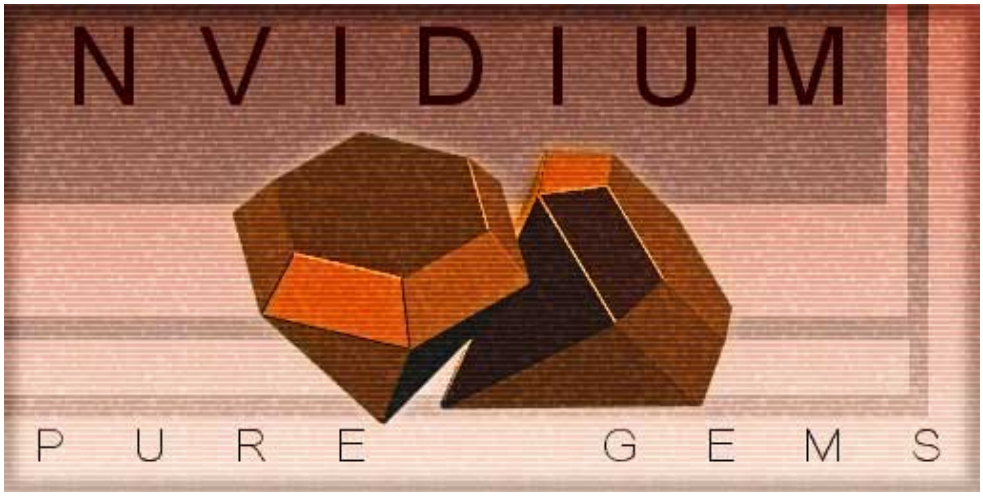
Neural Stimulator **Inventory**

This device employs quantum resonance fields to optimise neural pathway efficiency, resulting in enhanced cognitive processing and sensory perception across most sentient species. In many cases, it induces a meditative state. Up to ten units may be interlinked to enable a temporary shared consciousness network.

Nishala Ocean Water Sample **Inventory**

A sample of the ocean water present on the Boron homeworld of Nishala. These waters hold a spiritual significance for the Boron, as the womb of their civilisation.

Nividium	**Minerals**



A rare metal found in small pockets in asteroids, Nividium has been cut out of any economic use by the improved efficiency with which businesses have been able to use ore and silicon, much easier to find and cheaper to process. However, Nividium is still valuable, and is often transported planet-side to be made into jewelry and art.

Nividium Crystallite	**Modification Parts**

Though a metal in its natural form, under the right conditions, nividium can become a light and strong crystalline structure. Though there are not many uses for this compound, it is rumoured that, among other things, some ship pilots use it and rare ship nanoweaves to improve properties of their ship hulls.

Nividium Jewel	**Inventory**

Following the discovery of a high-yield asteroid in 742 NT, bulk Nividium experienced a sharp decline in market value. In response,

Teladi entrepreneurs developed a refinement process using ultra-high gravity compression to restructure the material into a dense crystalline form. Initially adopted as a status symbol by Paranid officials, Nividium Jewels have since gained traction among civilian elites.

Nividium Oxide **Modification Parts**

Nividium oxide is an unstable mixture that when mistreated can be both deadly and messy. When treated properly, however, and handled with care, it becomes a sure-fire, controlled way to produce extra energy in the form of force and excess heat. Racers across the Jump Gate network like to refer to the chemical as 'nox'.

Nostrop Oil **Food**

Nostrop oil is squeezed from the leaves of sunrise flowers and mixed with water. Though the Teladi favour it for its simplicity and nutrients, other species have clearly indicated that nostrop oil does not in fact taste at all pleasing.

Ore **Minerals**

Today ore tends not to be mined on habitable worlds, but harvested from other celestial bodies, mainly asteroids. As could be expected, Ore must always be refined to be of any use.

Oxygen Upgrade — **Spacesuit Upgrade**

The spacesuit Oxygen Upgrade is essential for those pilots whose priorities demand more EVA time.

Paranid Religious Tract — **Inventory**

An arcane religious text that has been the source of rancorous Paranid theological debate ever since its adoption into canon.

Personal Blaster — **Spacesuit Upgrade**

The Personal Blaster is a sidearm often preferred by those who cannot rely on their targets keeping still long enough for a hand laser to yield damage.

Plankton — **Agricultural**

Boron plankton is found as a scum-like layer that floats on the surface of the chemical swamps on the Planet Nishala. It forms naturally where certain chemicals, that are found in the swamp, mix with the ammonia-based atmosphere.

This scum is collected, and then treated with additives and other Boron minerals, to produce a wide range of different, nutritious spices. Since the Boron seas are now completely protected from any industrial usage, Plankton is mainly produced in space, aboard huge Plankton Farms that can be found everywhere in the Queendom of Boron.

Plasma Conductors **Hightech**

These conductors are designed to allow the flow of plasma through a component at the greatest possible efficiency. Though made relatively cheap to produce through years of research and development, plasma conductors remain highly complex pieces of technology. They are used primarily in the construction of weapon and shield components.

Police Scanner **Software**

This scanning software allows a pilot to inspect the contents of the cargo hold of another ship. Its use is illegal unless an appropriate police licence has been obtained.

Precious Ring

A valuable item of jewellery.

Priceless Art

An artwork of significant cultural and monetary value.

Probing Tool **Spacesuit Upgrade**

No information available

Processing Panel Unit 12G **Inventory**

The 12G Processing Panel Unit is an item of technology believed to support Xenon Artificial Intelligence. The 12G is measured and classified as an ambient superconductor. However, its internal complexity indicates it may have additional functions.

Processing Panel Unit 19L **Curiosity**

The Xenon 19L Processing Panel Unit's function is mysterious and likely to form part of their Artificial Intelligence capability. It's anterior concave element may be a connector to other known and hypothesised PPUs.

Processing Panel Unit 46B **Inventory**

The Xenon Processing Panel Unit 46B exhibits deep memory storage capacity, though it is not yet understood how this can be accessed or, indeed, utilised.

It is likely that it interacts with other 46B PPUs and can be connected in series, though researchers refuse to preclude the possibility that such an experiment could "wake up" a Xenon instance in the laboratory and potentially take over the hosting vessel or station.

Processing Panel Unit 7A **Inventory**

The 7A Processing Panel Unit is a Xenon artefact with enigmatic characteristics. Scientific debate is not settled on the matter. However, authorised investigators suggest it may be a centre of creative intelligence and an important element of Xenon adaptability.

Processing Panel Unit 8X **Inventory**

While laboratory investigation suggests the Xenon Processing Panel Unit 8X is an excellent energy store, so little is understood about its functions that it has only ever been tested in isolated conditions.

Some theorise that it may form part of a Xenon ganglion, or subsidiary "microbrain".

Produce **Inventory**

Premium produce cultivated aboard orbital plantations. Engineered for high nutritional yield across diverse species, these foodstuffs are grown under multispectral lighting and include both heritage and hybrid varieties. When combined with Massom Powder and vacuum-sealed, these edibles retain full freshness for up to 37 mazuras.

Programmable Field Array

Inventory

Engineers developing new forms of spatial fields normally start out using a programmable field array. This allows them to modify the size, shape and composition of the field, but at a much lower power output than would normally be available in a final production model.

Protectyon

Protectyon is a novel condensate distributed by the Northriver Company. Even in small quantities, it can be used to protect the stations of the Avarice system from the destructive Tide. Despite being critical to the survival of thousands of people, not much is actually known about this inscrutable substance.

Protein Paste

Agricultural

Protein Paste is a concentrated blend of meat and vegetable proteins used to produce specialised food products.

Qualitative Research on Segarian Terraforming — **Inventory**

Analysing the Headquarters' databases, Boso found and collected Segarian research on Terraforming. This file contains, but is not limited to: Preliminary Studies, Empirical Findings, Engineering Blueprints, Control Software Code and Quantitative Data.

Quantum Tubes — **Hightech**

An example of complex technology being made cheap through years of continuous research, no one outside of those manufacturing the technology quite knows how quantum tubes work. Though the outer wiring itself it easy to make and understand, the internal structure and what the wiring actually carries must be constructed only by those with countless hours of study and examination under their belts; otherwise risking catastrophic failures that can lead to entire shutdowns of the equipment in which they are used.

Race Trophy — **Inventory**

A trophy commemorating the securing of first place in the Nebula Open Cup, a testament to the skill and excellence of the pilot.

Rapid Sand Filter — **Inventory**

An ancient and reliable technology, this life support subsystem only operates correctly in the presence of gravity or pseudo-gravity within defined tolerances.

Rare Artifact

Inventory

Recovered from an unknown origin, this artefact fragment has been encased for preservation and display. While no practical function has been identified, its atypical material composition and unclassified provenance make it a sought-after decorative piece in private residences and public venues.

Rare Spices

Inventory

No information available

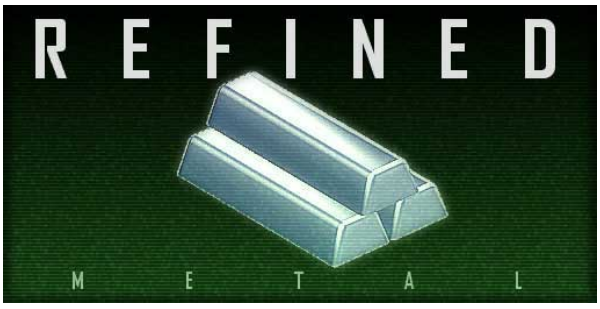
Raw Scrap

Refined

Raw Scrap is found in wrecks. It is extracted from the wrecks of capital ships and stations, and broken down into Scrap Cubes by Compactor ships. These Scrap Cubes, as well as whole smaller wrecks, can be collected by Tug ships and taken to Scrap Processors, where they are melted down into Scrap Metal for further recycling.

Refined Metals

Refined



Refined from ore found in countless asteroids across the Jump Gate network, these refined metals are cheap to produce and easy to reinforce, making them perfect for use in constructing all kinds of Hull Parts, not just for ships and stations, but also for smaller components that used across all of space.

Remote Detonator **Inventory**

A remote detonator can be attached to most explosives in order to ensure that they only go off when the user wishes, minimising the risk of accidental or pre-emptive detonations.

Repair Laser **Spacesuit Upgrade**

A spacesuit-borne repair function, directed and powered through a narrow energy beam. While a labour-intensive means of repair, stricken pilots may find substantial comfort in its distinctive, green flashes.

Research Black Box **Inventory**

A robust device storing data fragments from an abandoned research station, this Research Black Box is incomplete, but still contains sufficient material to piece together some useful intelligence.

Resource Probe

Often fired from scout and mining ships deep within a mineral or gas region, resource probes are able to scan both asteroids and gas clouds in order to analyse what elements make up the region, in order to give miners a better idea of what they can find there. Not only can a resource probe discover the different elements making up the field, but also give a rough estimate on its yield.

SETA

Inventory

The Singularity Engine Time Accelerator, or SETA, has fallen out of common use in recent times, as the necessary components required to build the device were lost or destroyed during the Jump Gate shutdown. If a pilot is able to find one of these lost singularity engines, however, it may be possible to build a personal device that functions similarly to the old-style ship attachment, compressing time around the attached spacesuit and deactivating with any major interference to the spacesuit's stability. No known side effects of using SETA exist, but they cannot be ruled out.

Salvaged Electronics

Inventory

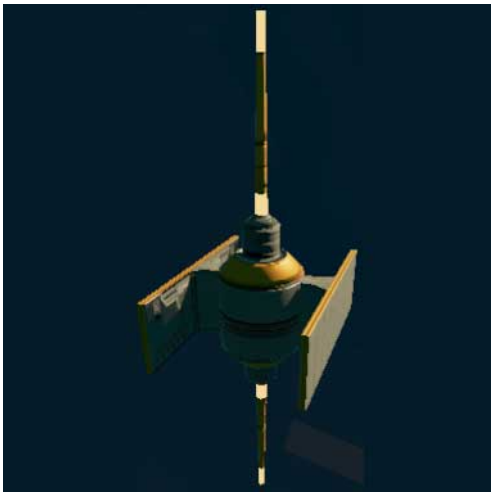
Salvaged electronics can be recycled into new components.

Sandwell Archive Pass

This pass allows its holder to enter the relay server room hosted by the Antigone Republic, and gives access to the Argon Federation's Sandwell Archive. It will not hold up to intense scrutiny, however, since it is a counterfeit fabricated by the Terran Secret Service.

Satellite
Standard, Advanced

A static object used for observation, once deployed a satellite will pick up any communications sent and received by both ships and stations on open frequencies within a certain range. They are not one-use objects; a satellite can be deployed in one location, then deactivated and picked back up in a ship, then redeployed in a new location.



Scanning Arrays **Hightech**

Scanning arrays have seen elegant redesign over the years so that ships and stations do not risk fragile antennas being broken or destroyed by collisions. Now entirely internal systems, scanning arrays are used not just in ship and station scanners and radars, but are also used in the targeting systems supplied with turret and drone components.

Scrap Cube **Refined**

Compactor ships salvage Raw Scrap from the wrecks of capital ships and stations. The salvaged material is then compressed into Scrap Cubes, which are designed to be transported by Tug ships and processed by Scrap Processor facilities into Scrap Metal.

Scrap Metal **Refined**

Scrap Metal has become established as a vital part of severely resource-deprived economies. Usually obtained from salvaged

station segments or recovered ship wrecks, Scrap Metal can be recycled into other, more valuable, materials.

Scruffin Fruit **Agricultural**

Scruffin are fruit similar to sweet potatoes. They are grown by Split farmers in large, open fields on a number of planets, as well as in space aboard large installations known as Scruffin Farms. Scruffin flesh is a versatile foodstuff that, when processed, provides the basis of a number of Split food types. Although Scruffin are traded both inside and outside Split territory, they are mainly in demand in areas where Split workers are in abundance.

Sealed Vacuum Tube **Inventory**

Hazard-ready containers like these play a vital part in the transferral of organic substances between Sol's many stations and settlements. This particular batch seems to have suffered abrasions, but the crest of the Martian megalopolis Twelvetowns remains clearly visible on one of the undamaged surfaces.

Secure Container **Inventory**

A vacuum-sealed container that required a six-digit code both to open and shut. These containers do not have the same integrity as a ship container, but as long as they are not tampered with, will securely hold whatever is placed inside for a considerable time.

Security Apparatus **Inventory**

This is a modified Security Slicer, containing highly advanced decryption algorithms developed by Axiom.

Security Apparatus Chip **Inventory**

This security apparatus is a microchip containing highly advanced decryption algorithms used to bypass computer firewalls. The algorithms contained on it were developed by Axiom as a replacement for those used in the decryption module traditionally used in Security Slicers.

Security Bypass System **Inventory**

The Security Bypass System is a hardened malware module used by those with ill intent to access systems without detection.

Security Decryption System

Inventory

A Security Decryption System will give a user access to all panels in the Engineering Section and all panels in the Security Office, except for the Turret Control Panel.

Security Decryption Systems are beloved on the black market as the catch-all approach to circumventing or controlling computer and electronic systems. With heuristic algorithms and enough storage to save very few successful and failed hacking attempts, the security decryption system is capable of learning from its past mistakes and changing its approach until it is able to break the system. Experts have confirmed that these systems are not AGI, but that they do come worryingly close.

Security Slicer

Inventory

A Security Slicer, when used on a Turret Control Panel, will penetrate a station's defensive systems and shut down turrets for a limited amount of time.

As a direct evolution of other hacking tools, it is usually harder to come by. Since it can leave a station critically vulnerable, it is highly illegal to carry one of these devices on your person.

Sedative

Inventory

An advanced sedative used in medical treatments.

Seminar **Inventory**

Available in many topics, digital seminars are perhaps the most comfortable way to learn on the go, making them very popular with learned experts and budding students alike. Sourced from many databases and universities across the Jump Gate network, a digital seminar allows you to learn a great deal about a given topic while not interrupting your daily routine. This has made them particularly popular in corporations where training is necessary but time is short.

Sensitive Data Packet

The owner of this data packet required the information in it to remain private.

Shield Components **Shiptech**

From generators to coils that maintain energy over time, shield components are a wide arrange of technologies that provide everything necessary to build a variety of shields. Completely

modular, each part can be used in each shield, which has led to a wide variety of new-generation shields being produced in recent years. As with all ship equipment, shields are built on-demand, and so shield components are produced in factories and shipped straight to shipyards and equipment docks where they can be more freely used for construction and repair.

Shield Generator Coil **Modification Parts**
Basic, Advanced, Exceptional

As with all equipment attached to ships in the modern age, ship shields are built on-demand. This means that all shield components are shipped together directly to the shipyards and equipment docks that build and repair ships, and as most pilots are satisfied with what they are given, it is very uncommon to find individual components on their own. If, however, one can find a shield generator coil, it may be possible to modify an existing shield in such a way that the properties can be improved.

Ship Nanoweave **Modification Parts**
Basic, Advanced, Exceptional

Though today, shipyards across the Jump Gate network are trusted to construct ship hulls from blueprints using hull parts constructed from metals or metal-equivalents, it is rumoured that during the Terran conflict, Beryll developed nanoweaves capable of mimicking or adjusting ship hulls in very specific ways. If these nanoweaves can be found, and understood, it may well be possible to use them to tweak properties of existing ships to make improvements.

Silicon	**Minerals**

Silicon, required for the production of the most common types of silicon wafers, is usually mined or harvested from asteroids or other uninhabited celestial bodies.

Silicon Carbide	**Hightech**

Silicon Carbide is a semiconductor containing silicon and carbon. It can be used to form very hard ceramics that are widely used in applications requiring high endurance. Its electrical properties make the material suitable for dealing with high temperatures and voltages. Consequently Silicon Carbide is a key component in the manufacture of equipment such as ship engines or weapons.

Silicon Wafers **Refined**

If a technology requires any kind of chip, it is highly likely that is uses silicon wafers. Light, efficient and cheap to produce, these wafers are usually layered or constructed in hexagonal meshes to allow for quick transfer of data across a component.

Smart Chips **Shiptech**

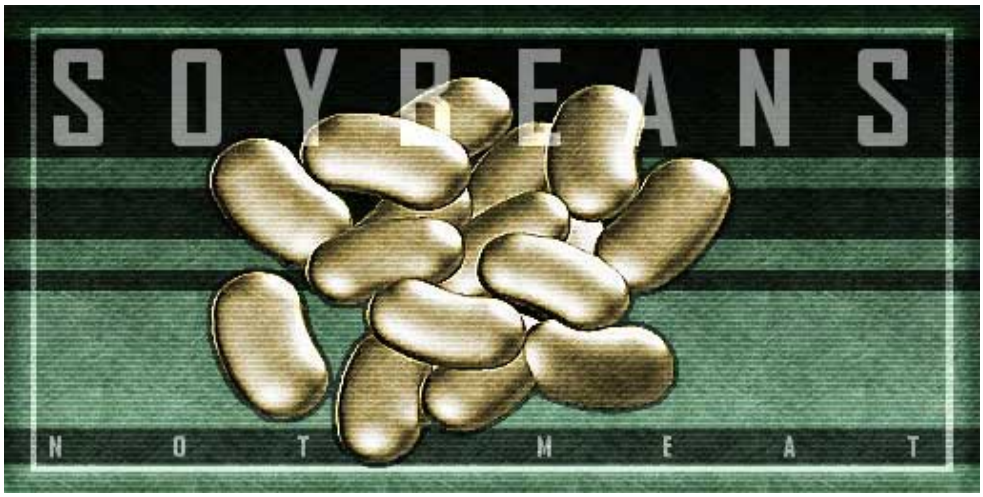
A specialised form of microchip that contains a small amount of heuristic programming, these chips cannot allow a system to learn, but can allow for small, snap intelligent decision-making that assists in targeting systems and makes autonomous piloting more accurate. These chips are primarily used in guided missiles and drones.

Snail Shells **Inventory**

Calcareous remnants of the Maja Snail, these shells are the primary raw material used in the production of Majaglit. Their iridescent

composition is valued for applications in high-grade ornamentation and precision-crafted jewellery.

Soja Beans	**Agricultural**



A small bean grown all across Paranid space, the soja bean adds flavour and nutritional value to the soja husk; the Paranids' primary food source. While this is its primary purpose, on many Paranid colonies it is also dried and ground into a powder and mixed with water, creating a flavoured and healthy drink that provides Paranid with ample energy.

Soja Husk	**Food**

A Paranid dish; soja beans that have been crushed into a paste and mixed with the flesh of the maja snail, then served in a maja snail shell, soja husk is accepted as both a tasteful and nutritious meal by the Paranid, though there are few non-Paranid who have dared try it.

Space-Dye Pizza **Inventory**

A multi-layered culinary construct distinguished by a crust patterned with iridescent spectral gradients. Favoured by species with an appreciation for complex, layered compositions, Space-Dye Pizza has gained notable popularity in niche gastronomic circles.

Spacefly Caviar **Inventory**

A delicacy among the Split and enjoyed by other races also, spacefly caviar is made from collected spacefly eggs and preservatives, stored in airtight containers and often enjoyed with alcoholic beverages. Due to the modern rarity of the spacefly, this caviar is harder to produce and more difficult to come by, and recently its price has begun to rise.

Spacefly Eggs **Inventory**

Laid by spaceflies in the latter stages of their development, spacefly eggs have long been collected, particularly by the Split, for many uses, among them to be turned into spacefly caviar or to be frozen and turned into jewelry. With spaceflies becoming rarer in recent years, the price of their eggs has recently skyrocketed.

Spacefuel **Pharmaceutical**

Spacefuel is made from processing and distilling wheat, water and a blend of spices. It is a cheap but strong alcoholic beverage that has been made illegal to trade in bulk across the Jump Gate network in

an attempt to avoid drunken accidents on both ships and stations. In order to sell spacefuel as a beverage, one must be a licenced bar owner.

Spacesuit Bomb **Spacesuit Upgrade**

Small enough to be launched from a hand-held weapon or similar, these explosives will stick to any magnetic surface and await to be triggered by the user. If positioned correctly, they can be used to destroy small parts of station and ship hull plating, but the user must be quite close for this to work, otherwise the bomb is likely to float away from its target before its magnet takes hold. Warning: Explosives can kill.

Spacesuit EMP **Spacesuit Upgrade**

A device that when triggered will cause a small electro-magnetic explosion without doing noticeable structural damage, this EMP is small enough to be fired from a hand-held weapon. It requires a precise aim to be most affective, as the pulse will only cripple very nearby computer and electronic systems.

Spacesuit Scanner **Spacesuit Upgrade**

This scanning software is used to penetrate even military-grade shielded targets and obtain information. It has a very short range and can only be used while in a space suit. Its use is illegal, with or without a police licence.

Spacesuit Thrusters — **Spacesuit Upgrade**

No information available

Spaceweed — **Pharmaceutical**

While seen as part of every-day life in Teladi society, spaceweed has been made illegal in both Argon and Paranid space, as it is seen as a dangerous narcotic. This point is argued heavily by many of those who partake in the drug, which is usually dried, crushed and then smoked, but attempts to legalise it have as of yet failed.

Speed Upgrade
Mk1 — **Spacesuit Upgrade**

Pilots using the standard spacesuit propulsion unit for extended distances are advised to have patience and an adequate supply of Oxygen.

Speed Upgrade
Mk2 — **Spacesuit Upgrade**

It remains uncertain how the fashion for personal propulsion unit modifications first arose. However, the alarming increase in injuries from such "home-mods" led to the formalisation of standards for the Mk 2 spacesuit propulsion unit.

This widely applauded measure has radically reduced the accidental incineration rate across all known sectors.

Spices

Agricultural

Spices are used in many food and pharmaceutical products; primarily as an agent to add extra flavour, but also sometimes due to other properties that some are known to have, ranging from acting as a relaxant to a mild hallucinogenic. Factories that legally produce spices are commonly inspected to make sure their produce is in line with the local law, but as they are often shipped as a mixture, it is sometimes difficult to keep an eye on which spice is being used for which purpose.

Split Ceremonial Dagger

Inventory

Ceremonial Daggers hold an important place in the Split warrior culture. The first ones were awarded as a badge of honour to the brave Split warriors who claimed new systems for Emperor Thuruk, Patriarch of all Split. This dagger was bestowed upon the honourable warriors of the Zyarth Patriarchy who drove the Argon nuisance out of Split space and claimed it for their Patriarch.

Sporting Rifle

Spacesuit Upgrade

No information available

Stimulants **Pharmaceutical**

The term Stimulants has evolved to refer to the type of drugs that increase activity of the central nervous system and the body. The manufacture, distribution and use of Stimulants is considered illegal by the Terran government. However, there are persistent rumours that they are regularly used for specific military purposes, such as enhancing the combat performance of pilots.

Sunrise Flowers **Agricultural**

Known to grow naturally only on Ianamus Zura, the Teladi mastered the art of bio-engineering a near-identical but still artificially grown sunrise flower long ago. When squeezed, the leaves of the sunrise flower produce a bitter-tasting oil that while despised by other species, the Teladi appreciate as an adequate food source.

Superfluid Coolant

Refined

Designed with superfluidity to ensure both efficiency and endurance, this coolant is used in complex technical components such as plasma conductors and quantum tubes to protect said components from overheating. The losslessness of kinetic energy afforded by the coolant's superfluidity means that it can continue to circulate around the component for a much longer time before needing to be recycled. This has led to such components lifetimes being greatly increased.

Swamp Plant

Agricultural

Cultivated in a warm and humid environment, swamp plant is a small moss-like plant known to have mildly narcotic properties; the reason it is dried and crushed to be used as space weed. Though it is widely known that swamp plant is the main ingredient of a drug made illegal throughout non-Teladi space, producing and trading it itself is not illegal, as it is only in the processing of the plant that the narcotic properties can be unlocked.

Targeting Computer Extension

Mk1, Mk2

Software

This targeting software allows a ship's targeting system to lock on to small objects such as debris and floating containers.

Teladianium **Refined**

Teladianium is a hard, tough material used by the Teladi for station and, more commonly, ship construction. A lighter compound than the refined metals used in other races' vessels, Teladianium is traditionally made from chemically treated Teladian mud. However, as the necessary chemicals are rarely found in space, and expensive to produce, the Teladi often replace them with the raw minerals found in asteroids.

Terran MRE **Food**

The MRE, Meal-Ready-to-Eat, was first invented on Earth in the 20th Century. Since that time the food that comprises it has developed and is more nutritious. These prehydrated meals require no preparation and are self-heating as required.

Tracker Mine

Tracker Mines are deadly devices that have two phases of operation. In the detection phase, the mine detects a valid target within outer detection range and initiates a limited manoeuvre to intercept the target. When it is deemed close enough to trigger, the second detection phase sees the mine's explosive payload detonate. Tracker Mines are less effective at chasing fast and agile targets, but can be incredibly dangerous when used in number or against larger and less agile targets.

Trading Computer Extension

Software

Mk1, Mk2, Mk3

This trading software maintains a link to potential buyers and sellers for a limited time, to provide current trade offer information.

Tuning Software

Modification Parts

While modifying hardware can take you very far improving a variety of equipment, tuning software can also be used to make improvements to the equipment's algorithms and calculations. This may unlock extra potential in the hardware; overriding limits placed on the systems by manufacturers, or simply optimising existing software in such a way that equipment can be used for efficiently.

Turret Components — **Shiptech**

After the unification of the design process in station and capital ship weapon systems, many different turrets can be built from different configurations of these turret components.

Unmarked Black Box — **Inventory**

Flight data recording device. Often not black.

Water — **Water**

Essential to all known biological life forms, water has never become much of a catalyst for dispute amongst species, owing to its ubiquity in space. It is being used somewhere in the manufacturing process of nearly all goods available across space; especially, however, in the production of edible goods.

Weapon Chamber — **Modification Parts**
Basic, Advanced, Exceptional

Though not all weapons, in fact very few, use projectile bullets in the modern day, most still have the equivalent to a chamber, where the shot that will be fired is either loaded or prepared. It is then from the chamber that the bullet is fired. As weapons are now built on-demand, and very few pilots have reason to dismantle them, it is uncommon to find detached weapon chamber. However, if one can be found, it may be possible to modify an existing weapon in a way hitherto unthought of.

Weapon Components

Shiptech

Made up from such things as trigger and reloading mechanisms, chambers and barrels, weapon components make up the mechanical part of all ship weapons. Combined with specialised advanced electronics, a number of different weapons can be made from the modular components, also across different size ranges. Shipped to shipyards and equipment docks as a single package, these components can then be put together relatively quickly and easily to make any weapon for the final customer on-demand.

Wheat

Agricultural

A staple ingredient in food rations, wheat is grown across all of Argon space and consumed on a daily basis in the form of flatbread or bunyos. Where meat is still produced from Argnu, instead of synthesised or cloned, wheat is also fed to the animals, which results in meat of exceptional quality.

Woodworm Security Protocols

Inventory

These protocols contain highly confidential information about the security system that monitors access to the prison complex.

Xeno-Inscription

Inventory

Non-human symbols of verified extraterrestrial origin. The source civilisation remains unknown, but the inscriptions are of interest to

intelligence agencies. Comparative analysis has occasionally enabled breakthroughs in alien cipher systems, offering strategic advantages in counterintelligence.

Xenoterran Implant **Inventory**

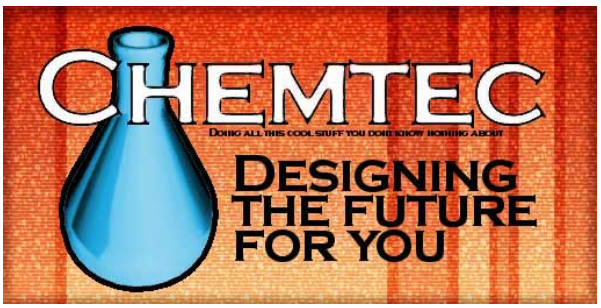
A lovingly crafted, if slightly unusual, piece of hardware, to be inserted between the artificial skin layer and the stem connector of a Yaki cybernetics set. Apart from being visually stunning, this particular design also features a prototype command module with an internal switch, as well as an adrenaline injector.

Xenotexts **Inventory**

Compiled outputs resulting from the deciphering of Data Fragments. Content varies, including incomplete cultural records and obsolete technical schematics. Primarily of archival interest, though some instances have been reclassified under strategic intelligence protocols. Commonly traded among academic institutions, collectors, and private intelligence entities.

Unused and Undefined Wares

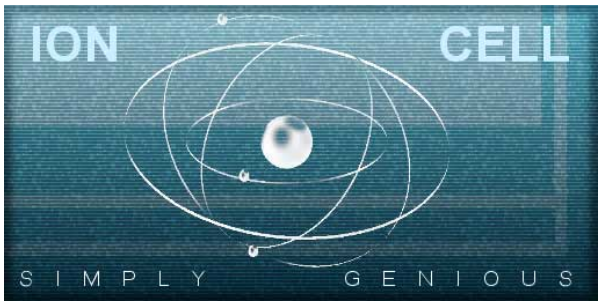
Bio-Optic Neuron Gel



Chemical Components

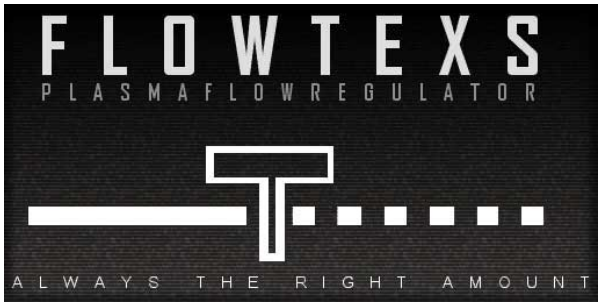
EM Spectrometers

Fusion Reactors

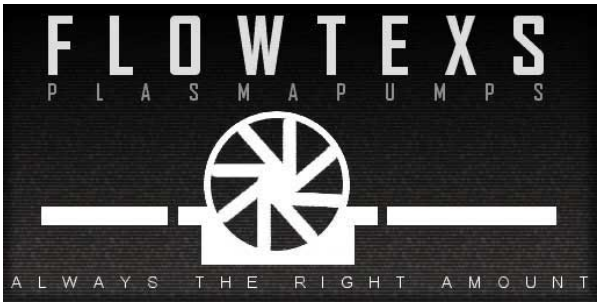


Ion Cells

Plasma Cells



Plasma Flow Regulators



Plasma Pumps

- Allied Coalition Intel
- Antigonite Crystal
- Aquamarine Pearl
- Argnu Soft Toy
- Argon Voting Ballot
- Biometric Data
- BoFu Burger
- Bone Fragments
- Boost Injection Regulator
- Bootleg Entertainment
- Boron Pheromone Sample
- Bottle of Musk
- Brass Nautical Telescope

- Brennanite Crystal
- Bridge Display Node
- Coalition Contract
- Command Terminal Connector
- Confidential Dossier
- Contaminated Soil Sample
- Cosmetics Kit
- Counterfeit Luxury Goods
- Damaged Key Card
- DNA Sample
- Electronic Breaker
- Encrypted Access Key
- Enemy Coalition Intel
- Eye Patch
- Fidget Toy
- Glass Figurine
- Gunnene Crystal
- Hatikvah Dossier: Dal Busta
- Holy Order Cipher
- Last Will and Testament
- Leather Journal
- Lottery Ticket
- Morpher Globe
- Multiverse Research Schematics
- Nividium Dreams Scale Model
- Nividium-plated Hi-fi Cable
- Nividium Scale-Scraper
- Nyana's Fortune Scale Model
- Reactor Control Fuse
- Ship in a Bottle
- Spacefly Larvae
- Speech Manuscript
- Speech Pattern Analyser
- Spherical Artefact
- Split Hunting Trophy
- Surveillance Device
- Tacky Knick-knack

- Tax Return Warrant
- Terracotta Teladi Egg
- Thurukite Crystal
- Towel
- Tube of Grease
- Travel Drive Coupling
- Unrefined Ore Sample
- Unstable Crystal
- Venture Data Recording
- Vial of Green Liquid
- Virtual Pet
- Wenendra Score
- Zavine Crystal

Engines

Argon Envoy M Engine

Mk1

MK2

No information available

Argon L All-round Engine Mk1

During the period of gate closure, there was a general divergence of engine design approach between the disconnected system bubbles. However, the Argon, Teladi and Paranid outcome in this regard appears more similar than most. Argon engines lean towards the travel drive format, but they are regarded as overall solid-performing drives.

Captains who want to be ready for anything often choose the All-round-class engine, which balances long-distance speed with localised acceleration capability.

Large, L-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Argon L Travel Engine Mk1

During the period of gate closure, there was a general divergence of engine design approach between the disconnected system bubbles. However, the Argon, Teladi and Paranid outcome in this regard appears more similar than most. Argon engines lean towards the travel drive format, but they are regarded as overall solid-performing drives.

Travel-class engines cannot boast the brute force acceleration levels of the Combat engine. However, they can reach higher speeds over longer distances.

Large, L-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Argon M All-round Engine

Mk1

MK2

MK3

Like most representative democracies, the Argon Federation prioritises crew survival in armed combat vessels over cost effectiveness. Since survivability is proportional to the ability to evade unwinnable situations, Argon engines feature powerful afterburners, providing ample boost for evasive manoeuvres, and the chance to return to the fight unscathed.

Shipowners who want to be ready for anything often choose the All-round class engine, which balances long-distance speed with localised acceleration capability.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Argon M Combat Engine

Mk1

MK2

MK3

Like most representative democracies, the Argon Federation prioritises crew survival in armed combat vessels over cost effectiveness. Since survivability is proportional to the ability to evade unwinnable situations, Argon engines feature powerful afterburners, providing ample boost for evasive manoeuvres, and the chance to return to the fight unscathed.

The Combat-class engine is optimised for high-burst delivery, and provides the acceleration and agility needed for battle situations.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Argon M Travel Engine

Mk1

MK2

MK3

During the period of gate closure, there was a general divergence of engine design approach between the disconnected system bubbles. However, the Argon, Teladi and Paranid outcome in this regard appears more similar than most. Argon engines lean towards the travel drive format, but they are regarded as overall solid-performing drives.

Travel-class engines cannot boast the brute force acceleration levels of the Combat engine. However, they can reach higher speeds over longer distances.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Argon S All-round Engine

Mk1

MK2

MK3

During the period of gate closure, there was a general divergence of engine design approach between the disconnected system bubbles. However, the Argon, Teladi and Paranid outcome in this regard appears more similar than most. Argon engines lean towards the travel drive format, but they are regarded as overall solid-performing drives.

Captains who want to be ready for anything often choose the All-round-class engine, which balances long-distance speed with localised acceleration capability.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Argon S Combat Engine

Mk1

MK2

MK3

During the period of gate closure, there was a general divergence of engine design approach between the disconnected system bubbles. However, the Argon, Teladi and Paranid outcome in this regard appears more similar than most. Argon engines lean towards the travel drive format, but they are regarded as overall solid-performing drives.

The Combat-class engine is optimised for high-burst delivery, and provides the acceleration and agility needed for battle situations.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Argon S Racing Engine Mk1

No information available

Argon S Travel Engine

Mk1

MK2

MK3

Like most representative democracies, the Argon Federation prioritises crew survival in armed combat vessels over cost effectiveness. Since survivability is proportional to the ability to evade unwinnable situations, Argon engines feature powerful afterburners, providing ample boost for evasive manoeuvres, and the chance to return to the fight unscathed.

Travel-class engines generally sacrifice boost and regular flight performance in favour of shorter charge times, higher travel velocities, and better acceleration when in Travel Mode.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Argon XL All-round Engine Mk1

During the period of gate closure, there was a general divergence of engine design approach between the disconnected system bubbles. However, the Argon, Teladi and Paranid outcome in this regard appears more similar than most. Argon engines lean towards the travel drive format, but they are regarded as overall solid-performing drives.

Captains who want to be ready for anything often choose the All-round-class engine, which balances long-distance speed with localised acceleration capability.

Extra large, XL-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Argon XL Travel Engine Mk1

During the period of gate closure, there was a general divergence of engine design approach between the disconnected system bubbles. However, the Argon, Teladi and Paranid outcome in this regard appears more similar than most. Argon engines lean towards the travel drive format, but they are regarded as overall solid-performing drives.

Travel-class engines cannot boast the brute force acceleration levels of the Combat engine. However, they can reach higher speeds over longer distances.

Extra large, XL-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Astrid M Engine

[...]and then, finally, it goes something like "zoom", "whoosh", and you're half a sector away... actually, my chief of R&D can probably explain it best. Tim? Hey, Tim, the buffet is for the guests! Get *inaudible*[...]

(excerpt from Brantlee Northriver's speech at the Wonders of Innovation and New Developments in Finance, Art, Luxury and Life Convention, 824 NT)

Boron L All-round Engine Mk1

Shortly prior to the Dark, the Boron had developed, in prototype form, the range of high-efficiency engines that are now the norm in the Queendom. These drives, which do not have combat or travel optimisations, are currently incompatible with non-Boron vessels.

Captains who want to be ready for anything often choose the All-round-class engine, which balances long-distance speed with localised acceleration capability.

Large, L-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Boron M All-round Engine

Mk1

MK2

MK3

Before the Fall of the Gates, a highly efficient engine type emerged from the Queendom's propulsion foundry, variants of which remain in use today. Its emphasis is on engaging Travel Mode instantly, as well as long boost durations. Combined, these offset the mediocre general thrust. Boron engines are incompatible with non-Boron vessels.

Shipowners who want to be ready for anything often choose the All-round class engine, which balances long-distance speed with localised acceleration capability.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Boron S All-round Engine

Mk1

MK2

MK3

Shortly prior to the Dark, the Boron had developed, in prototype form, the range of high-efficiency engines that are now the norm in the Queendom. These drives, which do not have combat or travel optimisations, are currently incompatible with non-Boron vessels.

Captains who want to be ready for anything often choose the All-round-class engine, which balances long-distance speed with localised acceleration capability.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Boron XL All-round Engine Mk1

Before the Fall of the Gates, a highly efficient engine type emerged from the Queendom's propulsion foundry, variants of which remain in use today. Its emphasis is on engaging Travel Mode instantly, as well

as long boost durations. Combined, these offset the mediocre general thrust. Boron engines are incompatible with non-Boron vessels.

Shipowners who want to be ready for anything often choose the All-round class engine, which balances long-distance speed with localised acceleration capability.

Extra large, XL-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Commonwealth S Racing Engine

Mk1

MK2

No information available

Erlking XL Engine

The undeniable genius of engineer Sihi Do of Avarice resulted in a vessel that has, to date, defeated all attempts at interoperability with conventional ship systems.

The Erlking's main engines draw from the ship's one-of-a-kind power matrix, delivering exceptional speed and acceleration. However, these XL engines, in a class of their own, cannot be integrated with spacecraft with traditional power frameworks.

KHA M Combat Engine Array Mk1

No information available

KHA M Combat Engine Mk1

No information available

KHA S Combat Engine Mk1

No information available

Khaak L Engine

No information available

Khaak XL Engine

No information available

Paranid L All-round Engine Mk1

Paranid propulsion foundries have long been known for designing the fastest engines commercially available. With mathematics and engineering being a matter of religious determination and national pride, they've maintained their edge for countless decades. Paranid engines excel at both speed and long-range operations.

Shipowners who want to be ready for anything often choose the All-round class engine, which balances long-distance speed with localised acceleration capability.

Large, L-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Paranid L Travel Engine Mk1

While the Dark led, in most cases, to significant divergence in engine development between divided systems, the Paranid seem to have taken a similar approach to the Argon and the Teladi in this time. Both have a reputation for sound, though not exceptional, performance in all settings, with a strength towards travel speed rather than localised combat.

Travel-class engines cannot boast the brute force acceleration levels of the Combat engine. However, they can reach higher speeds over longer distances.

Large, L-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Paranid M All-round Engine

Mk1

MK2

MK3

Paranid propulsion foundries have long been known for designing the fastest engines commercially available. With mathematics and engineering being a matter of religious determination and national pride, they've maintained their edge for countless decades. Paranid engines excel at both speed and long-range operations.

Shipowners who want to be ready for anything often choose the All-round class engine, which balances long-distance speed with localised acceleration capability.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Paranid M Combat Engine

Mk1

MK2

MK3

While the Dark led, in most cases, to significant divergence in engine development between divided systems, the Paranid seem to have taken a similar approach to the Argon and the Teladi in this time. Both have a reputation for sound, though not exceptional, performance in all settings, with a strength towards travel speed rather than localised combat.

The Combat-class engine is optimised for high-burst delivery, and provides the acceleration and agility needed for battle situations.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Paranid M Travel Engine

Mk1

MK2

MK3

While the Dark led, in most cases, to significant divergence in engine development between divided systems, the Paranid seem to have taken a similar approach to the Argon and the Teladi in this time. Both have a reputation for sound, though not exceptional, performance in all settings, with a strength towards travel speed rather than localised combat.

Travel-class engines cannot boast the brute force acceleration levels of the Combat engine. However, they can reach higher speeds over longer distances.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Paranid S All-round Engine

Mk1

MK2

MK3

While the Dark led, in most cases, to significant divergence in engine development between divided systems, the Paranid seem to have taken a similar approach to the Argon and the Teladi in this time. Both have a reputation for sound, though not exceptional, performance in all settings, with a strength towards travel speed rather than localised combat.

Captains who want to be ready for anything often choose the All-round-class engine, which balances long-distance speed with localised acceleration capability.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Paranid S Combat Engine

Mk1

MK2

MK3

While the Dark led, in most cases, to significant divergence in engine development between divided systems, the Paranid seem to have taken a similar approach to the Argon and the Teladi in this time. Both have a reputation for sound, though not exceptional, performance in all settings, with a strength towards travel speed rather than localised combat.

The Combat-class engine is optimised for high-burst delivery, and provides the acceleration and agility needed for battle situations.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Paranid S Racing Engine Mk1

No information available

Paranid S Travel Engine

Mk1

MK2

MK3

Paranid propulsion foundries have long been known for designing the fastest engines commercially available. With mathematics and engineering being a matter of religious determination and national pride, they've maintained their edge for countless decades. Paranid engines excel at both speed and long-range operations.

Travel-class engines generally sacrifice boost and regular flight performance in favour of shorter charge times, higher travel velocities, and better acceleration when in Travel Mode.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Paranid XL All-round Engine Mk1

While the Dark led, in most cases, to significant divergence in engine development between divided systems, the Paranid seem to have taken a similar approach to the Argon and the Teladi in this time. Both have a reputation for sound, though not exceptional, performance in all settings, with a strength towards travel speed rather than localised combat.

Captains who want to be ready for anything often choose the All-round-class engine, which balances long-distance speed with localised acceleration capability.

Extra large, XL-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Paranid XL Travel Engine Mk1

While the Dark led, in most cases, to significant divergence in engine development between divided systems, the Paranid seem to have taken a similar approach to the Argon and the Teladi in this time. Both have a reputation for sound, though not exceptional, performance in all settings, with a strength towards travel speed rather than localised combat.

Travel-class engines cannot boast the brute force acceleration levels of the Combat engine. However, they can reach higher speeds over longer distances.

Extra large, XL-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Split L All-round Engine Mk1

Operational safety is a minor consideration in Split engine design, as is Travel Mode optimisation. Split engines typically exhibit high prioritisation of combat capability over long distance travel performance.

Captains who want to be ready for anything often choose the All-round-class engine, which balances long-distance speed with localised acceleration capability.

Large, L-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Split L Travel Engine Mk1

True to their warrior culture, Split engine design prioritises raw thrust above all else. Optimised for combat, these engines largely ignore safety considerations, sacrificing travel drive efficiency for superior manoeuvrability.

Travel-class engines generally sacrifice boost and regular flight performance in favour of shorter charge times, higher travel velocities, and better acceleration when in Travel Mode.

Large, L-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Split M All-round Engine

Mk1

MK2

MK3

Operational safety is a minor consideration in Split engine design, as is Travel Mode optimisation. Split engines typically exhibit high

prioritisation of combat capability over long distance travel performance.

Captains who want to be ready for anything often choose the All-round-class engine, which balances long-distance speed with localised acceleration capability.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Split M Combat Engine

Mk1

MK2

MK3

MK4

True to their warrior culture, Split engine design prioritises raw thrust above all else. Optimised for combat, these engines largely ignore safety considerations, sacrificing travel drive efficiency for superior manoeuvrability.

The Combat-class engine is optimised for high-burst delivery, and provides the acceleration and agility needed for battle situations.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade. However, the Mk IV is an experimental design developed by the Split. The Mk IV has

foregone all safety protocols, resulting in an unreasonably overpowered unit in terms of speed. Pilots report that operating these units requires not only an immense level of skill, but also nerves of steel.

Split M Travel Engine

Mk1

MK2

MK3

True to their warrior culture, Split engine design prioritises raw thrust above all else. Optimised for combat, these engines largely ignore safety considerations, sacrificing travel drive efficiency for superior manoeuvrability.

Travel-class engines generally sacrifice boost and regular flight performance in favour of shorter charge times, higher travel velocities, and better acceleration when in Travel Mode.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Split S All-round Engine

Mk1

MK2

MK3

True to their warrior culture, Split engine design prioritises raw thrust above all else. Optimised for combat, these engines largely ignore safety considerations, sacrificing travel drive efficiency for superior manoeuvrability.

Shipowners who want to be ready for anything often choose the All-round class engine, which balances long-distance speed with localised acceleration capability.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Split S Combat Engine

Mk1

MK2

MK3

MK4

Operational safety is a minor consideration in Split engine design, as is Travel Mode optimisation. Split engines typically exhibit high prioritisation of combat capability over long distance travel performance.

The Combat-class engine is optimised for high-burst delivery, and provides the acceleration and agility needed for battle situations.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade. However, the Mk 4 is an experimental format developed by the Split. The Mk 4 has disposed of all safety protocols, and is a phenomenally overpowered unit in terms of speed. Captains describe it as akin to sitting on a bomb while hoping it doesn't detonate.

Split S Travel Engine

Mk1

MK2

MK3

Operational safety is a minor consideration in Split engine design, as is Travel Mode optimisation. Split engines typically exhibit high prioritisation of combat capability over long distance travel performance.

Travel-class engines cannot boast the brute force acceleration levels of the Combat engine. However, they can reach higher speeds over

longer distances.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Split XL All-round Engine Mk1

True to their warrior culture, Split engine design prioritises raw thrust above all else. Optimised for combat, these engines largely ignore safety considerations, sacrificing travel drive efficiency for superior manoeuvrability.

Shipowners who want to be ready for anything often choose the All-round class engine, which balances long-distance speed with localised acceleration capability.

Extra large, XL-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Split XL Travel Engine Mk1

Operational safety is a minor consideration in Split engine design, as is Travel Mode optimisation. Split engines typically exhibit high

prioritisation of combat capability over long distance travel performance.

Travel-class engines cannot boast the brute force acceleration levels of the Combat engine. However, they can reach higher speeds over longer distances.

Extra large, XL-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Teladi Envoy M Engine Mk1

Mk1

MK2

No information available

Teladi L All-round Engine Mk1

Teladi engines generally elicit a higher satisfaction rating for long distance travel than for combat. The travel speeds achievable can benefit long-term trading profits.

Captains who want to be ready for anything often choose the All-round-class engine, which balances long-distance speed with localised acceleration capability.

Large, L-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Teladi L Travel Engine Mk1

Teladi engines may seem unremarkable at first glance, but their extended boost duration and efficient travel drive optimisation suits them for both long and short-range transportation duty. While not combat-optimised, they're valued for their reliability and longevity.

Travel-class engines generally sacrifice boost and regular flight performance in favour of shorter charge times, higher travel velocities, and better acceleration when in Travel Mode.

Large, L-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Teladi M All-round Engine

Mk1

MK2

MK3

Teladi engines generally elicit a higher satisfaction rating for long distance travel than for combat. The travel speeds achievable can benefit long-term trading profits.

Captains who want to be ready for anything often choose the All-round-class engine, which balances long-distance speed with localised acceleration capability.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Teladi M Combat Engine

Mk1

MK2

MK3

Teladi engines generally elicit a higher satisfaction rating for long distance travel than for combat. The travel speeds achievable can benefit long-term trading profits.

The Combat-class engine is optimised for high-burst delivery, and provides the acceleration and agility needed for battle situations.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Teladi M Travel Engine

Mk1

MK2

MK3

Teladi engines generally elicit a higher satisfaction rating for long distance travel than for combat. The travel speeds achievable can benefit long-term trading profits.

Travel-class engines cannot boast the brute force acceleration levels of the Combat engine. However, they can reach higher speeds over longer distances.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Teladi S All-round Engine

Mk1

MK2

MK3

Teladi engines may seem unremarkable at first glance, but their extended boost duration and efficient travel drive optimisation suits them for both long and short-range transportation duty. While not combat-optimised, they're valued for their reliability and longevity.

Shipowners who want to be ready for anything often choose the All-round class engine, which balances long-distance speed with localised acceleration capability.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Teladi S Combat Engine

Mk1

MK2

MK3

Teladi engines may seem unremarkable at first glance, but their extended boost duration and efficient travel drive optimisation suits them for both long and short-range transportation duty. While not combat-optimised, they're valued for their reliability and longevity.

The Combat-class engine is optimised for high-burst delivery, and provides the acceleration and agility needed for battle situations.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Teladi S Racing Engine Mk1

No information available

Teladi S Travel Engine

Mk1

MK2

MK3

Teladi engines may seem unremarkable at first glance, but their extended boost duration and efficient travel drive optimisation suits them for both long and short-range transportation duty. While not combat-optimised, they're valued for their reliability and longevity.

Travel-class engines generally sacrifice boost and regular flight performance in favour of shorter charge times, higher travel velocities, and better acceleration when in Travel Mode.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Teladi XL All-round Engine Mk1

Teladi engines may seem unremarkable at first glance, but their extended boost duration and efficient travel drive optimisation suits them for both long and short-range transportation duty. While not combat-optimised, they're valued for their reliability and longevity.

Shipowners who want to be ready for anything often choose the All-round class engine, which balances long-distance speed with localised acceleration capability.

Extra large, XL-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Teladi XL Travel Engine Mk1

Teladi engines may seem unremarkable at first glance, but their extended boost duration and efficient travel drive optimisation suits them for both long and short-range transportation duty. While not combat-optimised, they're valued for their reliability and longevity.

Travel-class engines generally sacrifice boost and regular flight performance in favour of shorter charge times, higher travel velocities, and better acceleration when in Travel Mode.

Extra large, XL-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Terran L All-round Engine Mk1

While leading the field in weapons and other technologies, Terran engine designs follow a time-proven engineering strategy. Long after the destruction of the Torus Aeternal, Terran engines remain geared for short-range combat, optimising for superior acceleration and manoeuvrability.

Shipowners who want to be ready for anything often choose the All-round class engine, which balances long-distance speed with localised acceleration capability.

Large, L-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Terran L Frontier Engine Mk1

No information available

Terran L Travel Engine Mk1

No information available

Terran M All-round Engine

Mk1

MK2

MK3

While leading the field in weapons and other technologies, Terran engine designs follow a time-proven engineering strategy. Long after the destruction of the Torus Aeternal, Terran engines remain geared for short-range combat, optimising for superior acceleration and manoeuvrability.

Shipowners who want to be ready for anything often choose the All-round class engine, which balances long-distance speed with localised acceleration capability.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Terran M Combat Engine

Mk1

MK2

MK3

In general, Terran propulsion engineering has lagged behind their weapons advancements. Few Terran drives reach the performance of their counterpart models, though their travel engines are reasonable units.

The Combat-class engine is optimised for high-burst delivery, and provides the acceleration and agility needed for battle situations.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Terran M Frontier Engine Mk1

No information available

Terran M Travel Engine

Mk1

MK2

MK3

In general, Terran propulsion engineering has lagged behind their weapons advancements. Few Terran drives reach the performance of their counterpart models, though their travel engines are reasonable units.

Travel-class engines cannot boast the brute force acceleration levels of the Combat engine. However, they can reach higher speeds over longer distances.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Terran S All-round Engine

Mk1

MK2

MK3

While leading the field in weapons and other technologies, Terran engine designs follow a time-proven engineering strategy. Long after the destruction of the Torus Aeternal, Terran engines remain geared for short-range combat, optimising for superior acceleration and manoeuvrability.

Shipowners who want to be ready for anything often choose the All-round class engine, which balances long-distance speed with localised acceleration capability.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Terran S Combat Engine

Mk1

MK2

MK3

While leading the field in weapons and other technologies, Terran engine designs follow a time-proven engineering strategy. Long after the destruction of the Torus Aeternal, Terran engines remain geared for short-range combat, optimising for superior acceleration and manoeuvrability.

The Combat-class engine is optimised for high-burst delivery, and provides the acceleration and agility needed for battle situations.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Terran S Frontier Engine Mk1

No information available

Terran S Travel Engine

Mk1

MK2

MK3

In general, Terran propulsion engineering has lagged behind their weapons advancements. Few Terran drives reach the performance of their counterpart models, though their travel engines are reasonable units.

Travel-class engines cannot boast the brute force acceleration levels of the Combat engine. However, they can reach higher speeds over longer distances.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

This drive is usually available in three editions, Marks I, II and III, indicating the level of performance upgrade.

Terran XL All-round Engine Mk1

While leading the field in weapons and other technologies, Terran engine designs follow a time-proven engineering strategy. Long after the destruction of the Torus Aeternal, Terran engines remain geared for short-range combat, optimising for superior acceleration and manoeuvrability.

Shipowners who want to be ready for anything often choose the All-round class engine, which balances long-distance speed with localised acceleration capability.

Extra large, XL-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Terran XL Travel Engine Mk1

While leading the field in weapons and other technologies, Terran engine designs follow a time-proven engineering strategy. Long after the destruction of the Torus Aeternal, Terran engines remain geared for short-range combat, optimising for superior acceleration and manoeuvrability.

Travel-class engines generally sacrifice boost and regular flight performance in

favour of shorter charge times, higher travel velocities, and better acceleration when in Travel Mode.

Extra large, XL-size engines may only be fitted to vessels of the corresponding size category.

The Mark I drive is the basic model.

Xenon L All-round Engine Mk1

Standard

Alternate

Analysis of Xenon propulsion systems reveals a lack of clear specialisation, suggesting their engines may be iterative improvements of prior designs, likely driven by evolutionary algorithms. These engines demonstrate consistent performance across a variety of mission profiles, with particularly notable capabilities during sustained high-velocity travel.

Shipowners who want to be ready for anything often choose the All-round class engine, which balances long-distance speed with localised acceleration capability.

Large, L-size engines may only be fitted to vessels of the corresponding size category.

Xenon M Combat Engine Mk1

Observed performance of Xenon drives indicates that they currently lack capability specialisations. Having said that, it is clear that these drives perform well in most settings, particularly in Travel Mode.

The Combat-class engine is optimised for high-burst delivery, and provides the acceleration and agility needed for battle situations.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

Xenon M Combat Engine Mk1

Analysis of Xenon propulsion systems reveals a lack of clear specialisation, suggesting their engines may be iterative improvements of prior designs, likely driven by evolutionary algorithms. These engines demonstrate consistent performance across a variety of mission profiles, with particularly notable capabilities during sustained high-velocity travel.

The Combat-class engine is optimised for high-burst delivery, and provides the acceleration and agility needed for battle situations.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

Xenon M Travel Engine Mk1

Analysis of Xenon propulsion systems reveals a lack of clear specialisation, suggesting their engines may be iterative improvements of prior designs, likely driven by evolutionary algorithms. These engines demonstrate consistent performance across a variety of mission profiles, with particularly notable capabilities during sustained high-velocity travel.

Travel-class engines generally sacrifice boost and regular flight performance in favour of shorter charge times, higher travel velocities, and better acceleration when in Travel Mode.

Medium, M-size engines may only be fitted to vessels of the corresponding size category.

Xenon S Combat Engine Mk1

Analysis of Xenon propulsion systems reveals a lack of clear specialisation, suggesting their engines may be iterative improvements of prior designs, likely driven by evolutionary algorithms. These engines demonstrate consistent performance across a variety of mission profiles, with particularly notable capabilities during sustained high-velocity travel.

The Combat-class engine is optimised for high-burst delivery, and provides the acceleration and agility needed for battle situations.

Small, S-size engines may only be fitted to vessels of the corresponding size category.

Xenon XL All-round Engine Mk1

No information available

Xenon XL Engine (Mothership)

No information available

SHIELDS

Argon L Shield Generator
Mk1, Mk2

Mk1

Mk2

No information available

Argon M Shield Generator
Mk1, Mk2

Mk1

Mk2

No information available

Argon S Shield Generator
Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Argon XL Shield Generator Mk1

No information available

Astrid M Shield Generator

No information available

Boron L Shield Generator

Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Boron M Shield Generator

Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

Alternate Mk1

Alternate Mk2

Alternate Mk3

No information available

Boron S Shield Generator
Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Boron XL Shield Generator
Mk1, Mk2

Mk1

Mk2

No information available

Commonwealth S Racing Shield Generator Mk1

No information available

Envoy M Shield Generator

No information available

Erlking XL Shield Generator

No information available

KHA L Shield Generator Mk1

No information available

KHA M Shield Generator Mk1

No information available

KHA S Shield Generator Mk1

No information available

KHA XL Shield Generator Mk1

No information available

Paranid L Shield Generator

Mk1, Mk2

Mk1

Mk2

No information available

Paranid M Shield Generator

Mk1, Mk2

Mk1

Mk2

No information available

Paranid S Shield Generator
Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Paranid XL Shield Generator Mk1

No information available

Split L Shield Generator
Mk1, Mk2

Mk1

Mk2

No information available

Split M Shield Generator
Mk1, Mk2

Mk1

Mk2

No information available

Split S Shield Generator
Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Split XL Shield Generator Mk1

No information available

Teladi L Shield Generator

Mk1, Mk2

Mk1

Mk2

No information available

Teladi M Shield Generator

Mk1, Mk2

Mk1

Mk2

No information available

Teladi S Shield Generator
Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Teladi XL Shield Generator Mk1

No information available

Terran L Frontier Shield Generator
Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Terran L Shield Generator
Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Terran M Frontier Shield Generator
Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

Alternate

No information available

Terran M Shield Generator

Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Terran S Frontier Shield Generator

Mk1, Mk5

Mk1

Mk2

No information available

Terran S Shield Generator

Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Terran XL Shield Generator

Mk1, Mk2

Mk1

Mk2

No information available

Xenon L Shield Generator

Mk1, Mk2

Mk1

Mk2

Alternate Mk1

Alternate Mk2

No information available

Xenon M Shield Generator
Mk1, Mk2

Mk1

Mk2

Alternate

No information available

Xenon S Shield Generator
Mk1, Mk2

Mk1

Mk2

Alternate

No information available

Xenon XL Shield Generator Mk1

No information available

Xenon XL Shield Generator

No information available

Weapons

Argon Behemoth Main Battery — **Weapon**

The Argon Behemoth main battery is a powerful and reliable capital ship weapon, albeit lacking in showiness. Designed in a rare period of Argon peacetime, it smacks of something of an afterthought.

Legend has it that the first Behemoth was in service for three standard months before the Captain and crew realised that the Argon Prime shipyard had, in fact, neglected to install the main battery.

All requests to the Argon military for confirmation of this rumour are generally met with dark silence and furrowed brows.

Argon L Beam Turret Mk1 — **Turret**

Considered to be an entry-level option, the Beam Turret is generally preferred by captains with tight budgetary considerations. That said, the weapon boasts a high level of accuracy, albeit with limits to the amount of damage it can inflict.

The large format Beam Turret is an upgraded version, however, its deficiencies in comparison with other armaments in its class remain

apparent.

Argon L Dumbfire Turret Mk1	**Turret**

No information available

Argon L Mining Turret Mk1	**Turret**

No information available

Argon L Plasma Turret Mk1

Turret

The greatest strength of the Plasma Turret is that it is an intrinsically "cool" technology, negating the need for the integrated cooling systems that are a feature of most armaments. This allows this otherwise relatively slow turret to be a constant threat to larger adversaries.

The Large Plasma Turret implementation is a preferred choice for capital ships, where the number of emplacements can offset the limitations in manoeuvrability.

Argon L Pulse Turret Mk1

Turret

The Pulse Turret is a versatile weapon, but is of limited use against capital ships and stations due to its relatively low damage output. It can otherwise be considered effective in engagement of a wide variety of targets.

The Large Pulse Turret improves on the performance of the medium-class version. In this format, its ability to inflict damage on all classes of target make it a true all-rounder.

Argon L Tracking Turret Mk1

Turret

No information available

Argon M Beam Turret Mk1

Turret

Considered to be an entry-level option, the Beam Turret is generally preferred by captains with tight budgetary considerations. That said, the weapon boasts a high level of accuracy, albeit with limits to the amount of damage it can inflict.

Argon M Bolt Turret Mk1

Turret

Considered to be a support weapon, some captains exclusively train the Bolt Turret on medium-sized targets due to its relatively poor rotation speed. More advanced tactics include their use in suppressing shield recharge and inhibiting the activation of travel drives.

Argon M Dumbfire Turret Mk1

Turret

No information available

Argon M Flak Turret Mk1

Turret

Modern Flak Turret technology has not yet been fully exploited throughout the known systems, and it is jealously guarded by those who have access to it. It is a highly effective weapon at close quarters, particularly against fighters, due to its blast damage radius.

The Argon model has excellent projectile accuracy.

Argon M Ion Blaster **Weapon**

Mk1, Mk2

Mk1

Mk2

This Argon weapon was designed to be an effective anti-shield measure, carried by small and medium-sized ships. While the electrically charged particles it dispenses will eat through a shield in a remarkably short time, the velocity of the projectile itself is not quite as impressive. For this reason, and the fact that the projectiles are not as damaging once the target's shields have dropped and the projectiles are hitting the ship's hull, the Ion Blaster is often used by the first wave of vanguard ships. It is also effective when used in combination with weapons that are more suited to penetrating the hull. The technology behind this weapon was developed by the Argon Navy's Research and Development team, in cooperation with Jinko-Tekina Technologies. Their goal was to replicate the Boron-made Ion weapon technology, to which the Argon had lost all access during the Jump Gate shutdown. Their success was mixed; although they managed to apply the technology to make Blasters suitable for small ships, their team struggled to develop something suitable for outfitting larger vessels.

The Mk2 variant offers a significant boost in damage against shields, but actually deals less damage to a ship's hull than the Mk1, making it an even more specialised weapon.

Argon M Mining Turret Mk1

Turret

No information available

Argon M Plasma Turret Mk1

Turret

The greatest strength of the Plasma Turret is that it is an intrinsically "cool" technology, negating the need for the integrated cooling systems that are a feature of most armaments. This allows this otherwise relatively slow turret to be a constant threat to larger adversaries.

Argon M Pulse Turret Mk1

Turret

The Pulse Turret is a versatile weapon, but is of limited use against capital ships and stations due to its relatively low damage output. It can otherwise be considered effective in engagement of a wide variety of targets.

Argon M Scalar Aperture Turret Mk1 **Turret**

The Scalar Aperture Turret is the turret-mounted variant of the Heavy Scalar Aperture Emitter. It is a high-energy weapon system that bypasses conventional shielding by exploiting Planck-time discontinuities in shield emitter cycles. These micro-apertures allow the beam to inflict direct damage to hull and structural elements, making it effective for disabling capital ships or other targets. Enhanced tracking algorithms maximise dwell time on moving targets, placing the Scalar Aperture Turret in direct competition with conventional energy weapons. The SAT can be fitted to a wide range of vessels.

Argon M Shard Turret Mk1 **Turret**

This turret weapon is optimised for medium-sized targets, as it lacks the accuracy to counter fighters, and the damage potential to take on capital ships effectively.

The Shard Turret delivers a spread of projectiles with a relatively short range. Heat management is a consideration for users of this weapon.

Argon M Tracking Turret Mk1	**Turret**

No information available

Argon S Gamma HEPT Mk1	**Weapon**

The Gamma HEPT was developed as a cutting-edge weapon and represents a pioneering advancement in plasma weaponry. This weapon epitomises the fusion of innovation and practicality, designed to provide unparalleled firepower in the unforgiving depths of space. Drawing upon the fundamental principles of plasma manipulation, the Gamma HEPT projects a torrent of

searing energy spheres with devastating force.

While future iterations on this same design improve and refine the concept, this early version is perhaps the most important. It marks the point at which the balance of power and reliability was such that it became a truly formidable weapon as opposed to a purely experimental one.

Argon S Ion Blaster **Weapon**
Mk1, Mk2

This Argon weapon was designed to be an effective anti-shield measure, carried by small and medium-sized ships. While the electrically charged particles it dispenses will eat through a shield in a remarkably short time, the velocity of the projectile itself is not quite as impressive. For this reason, and the fact that the projectiles are not as damaging once the target's shields have dropped and the projectiles are hitting the ship's hull, the Ion Blaster is often used by the first wave of vanguard ships. It is also effective when used in combination with weapons that are more suited to penetrating the hull. The technology behind this weapon was developed by the Argon Navy's Research and Development team, in cooperation with Jinko-Tekina Technologies. Their goal was to replicate the Boron-made Ion weapon technology, to which the Argon had lost all access during the Jump Gate shutdown. Their success was mixed; although they managed to apply the technology to make Blasters suitable for small ships, their team struggled to develop something suitable for outfitting larger vessels.

The Mk2 variant offers a significant boost in damage against shields, but actually deals less damage to a ship's hull than the Mk1, making

it an even more specialised weapon.

Astrid M Turret	**Weapon**

"You won't believe how many pointless features this turret has that nobody asked for. I can also immediately tell, without looking at it, that the target acquisition code suffers from extreme spaghettification. It's unfathomable to me, how the designers can keep adding functions to each version before ironing out the countless flaws that have riddled it since its inception. I should have known better than to buy anything that comes out of Windfall these days. Those swindlers on Aurora are the worst of the bunch. Have I mentioned that the AI in this thing is atrocious? 7/10" - Anonymous

ATF XL Main Battery	**Weapon**

When he first proposed the concept of a fusion beam cannon for the Asgard XL Main Battery, Dr Diego Kinjo was told he was insane. Even within the extreme militaristic chambers of the ATF, the idea of a station obliterating "supergun" was considered laughable, largely due to the cost of one prototype being sufficient to build and equip a fleet of destroyers.

Kinjo's disappearance was thought to be the end of the matter until, some years later, the prototype and

blueprints were delivered to ATF HQ. While it is obvious that a mysterious benefactor took on the responsibility of funding Dr Kinjo's work, to date, no-one has claimed responsibility for this.

Neither has Kinjo been seen again. Speculation persists that his knowledge was just too valuable to fall into the hands of an enemy. It is likely that the visionary engineer was kept confined thereafter, or met with an unfortunate end.

Astrid Primary Weapon	**Weapon**

"An ambitious, complex space weapon that allows you to do almost anything from pressing the trigger to letting go of the trigger." - Gungrin

"I was well pleased." - Sydnee

"Received this weapon as a gift for my 18th birthday. Wish I'd known what it was because as soon as I fired it, I split down the middle and became the CEO of a multi-billion credit enterprise. Minus 2 stars because it doesn't one-shot a Xenon I." - Sir Kit

"It has a little something for everyone." - Envision Arms Network

Boron L Ion Flak Turret Mk1	**Weapon**

Modern Flak Turret technology has not yet been fully exploited throughout the known systems, and it is jealously guarded by those who have access to it. It is a highly effective weapon at close quarters, particularly against fighters, due to its blast damage radius.

The large Boron Flak Turret follows Boron armament doctrine in proving more effective against shields than hull. Its projectiles are primed to detonate at a target location, regardless of actual impact. This can lead to target ships being caught by its explosion, even if they narrowly avoid a direct impact, turning near misses into hits.

Boron L Ion Net Launcher Mk1 **Weapon**

The Ion Net Launcher is a utility armament developed by the Royal Boron Military Defence, a government research organisation known for their experimental engineering. The Net Launcher fires a burst of fast projectiles, which, independent of enemy contact, explode near their predetermined target position. Each explosion casts a wide net, impairing the mobility of ships caught within. While the nets can prove useful in simultaneously compromising multiple attackers, they are less so during tumultuous dogfights, as allied ships closely engaged with hostiles could be impaired along with their enemies. This makes a military application within some fleet compositions difficult, and civilian ships operating in remote systems lack the necessary interface to field such a large turret.

Boron L Mining Turret Mk1

Weapon

No information available

Boron L Phase Turret Mk1

Weapon

Boron Phase weaponry is an iteration of particle accelerator weapons first developed by the Paranid and Argon. The fired energy pulses, consisting of highly accelerated and polarised particles, prove effective against hull, while less so against shielded targets. This puts Phase weaponry in a unique position among the Boron arsenal, which otherwise tends towards primarily impairing shields and mobility. As a necessary last resort against undeterrable hostiles, Phase armaments are widely available as either weapons or turrets in various sizes, and form the backbone of Boron weaponry and fleet compositions.

Boron M Arc Turret Mk1

Turret

Standard

Alternate

Boron Arc weaponry is a utility armament developed to not only inflict damage, but to also impair the target's mobility. The Arc launches ignited ion particles which cause an electrical discharge on impact. This compromises ship systems and is especially effective for depleting shields, while also inflicting considerable hull damage to unshielded targets. The turret variant has been praised as useful for civilian ships, which don't aim to destroy attackers but attempt to shake them off. Arc weaponry was developed and cleared for field use by the Royal Boron Military Defence, but is still considered somewhat experimental.

Boron M Dumbfire Launcher Mk1

Weapon

No information available

Boron M Dumbfire Turret Mk1

Turret

No information available

Boron M Ion Atomiser Mk1

Weapon

The Ion Atomiser is a weapon system based on Paranid and Teladi Phased Shockwave Generator technology. Its compressed energy projectiles expand on impact, creating a series of phased energy shockwaves, which greatly deplete shields and disrupt ship systems. During launch, each projectile is primed to detonate after covering the distance between the barrel and the

target at the time of launch, effectively limiting the projectiles lifespan. This timed detonation catches targets in the resulting explosion, even if those targets narrowly avoid a direct impact, turning near misses into hits. Some Boron pilots have reported, with relief, that this time fuse has also prevented some cases of friendly fire. While the Ion Atomiser is said to be difficult to use against small, fast targets, some creative and experienced pilots manage to do so.

Boron M Ion Pulse Railgun Mk1 **Weapon**

Ion Pulse armaments use magnetic acceleration to launch ionised shards of super-heated plasma. As with most Boron armaments, such projectiles are more effective in depleting shields than damaging hulls of unshielded targets. Nevertheless, this weapon system, developed by Eleius Astrosecurity, excels at its intended purpose of intercepting fighters. As such Ion Pulse Turrets and Railguns are widely used on Boron military ships, and are known to clear a safe passage through enemy formations.

Boron M Ion Pulse Turret Mk1 — Turret

Standard

Alternate

Ion Pulse armaments use magnetic acceleration to launch ionised shards of super-heated plasma. As with most Boron armaments, such projectiles are more effective in depleting shields than damaging hulls of unshielded targets. Nevertheless, this weapon system, developed by Eleius Astrosecurity, excels at its intended purpose of intercepting fighters. As such Ion Pulse Turrets and Railguns are widely used on Boron military ships, and are known to clear a safe passage through enemy formations.

Boron M Mining Drill Mk1 — Weapon

For primary resource collectors, the Mk1 Small Mining Drill is an entry-level tool used for asteroid mining.

\\More established miners generally opt for the Medium Mining Drill, designed, field-tested and distributed by Deepwater Drilling Industries.

Boron M Mining Turret Mk1 — Turret

Standard

Alternate

No information available

Boron M Phase Cannon Mk1 — Weapon

Boron Phase weaponry is an iteration of particle accelerator weapons first developed by the Paranid and Argon. The fired energy pulses, consisting of highly accelerated and polarised particles, prove effective against hull, while less so against shielded targets. This puts Phase weaponry in a unique position among the Boron arsenal, which otherwise tends towards primarily impairing shields

and mobility. As a necessary last resort against undeterrable hostiles, Phase armaments are widely available as either weapons or turrets in various sizes, and form the backbone of Boron weaponry and fleet compositions.

Boron M Phase Turret Mk1 **Turret**

Standard

Alternate

Boron Phase weaponry is an iteration of particle accelerator weapons first developed by the Paranid and Argon. The fired energy pulses, consisting of highly accelerated and polarised particles, prove effective against hull, while less so against shielded targets. This puts Phase weaponry in a unique position among the Boron arsenal, which otherwise tends towards primarily impairing shields and mobility. As a necessary last resort against undeterrable hostiles, Phase armaments are widely available as either weapons or turrets in various sizes, and form the backbone of Boron weaponry and fleet compositions.

Boron M Torpedo Launcher Mk1

Weapon

No information available

Boron M Tracking Launcher Mk1

Weapon

No information available

Boron M Tracking Turret Mk1

Turret

No information available

Boron Ray Ion Projector	**Weapon**

The Ion Projector is the Ray Destroyer's main battery, and pride of its developer, Eleius Astrosecurity. Once charged, its three barrels ignite in quick succession, releasing an ionised beam which affects the target ship's systems and impairs its mobility. Following the standard Boron weaponry doctrine, the Projector proves more effective in depleting shields than damaging hull, quickly leaving poorly shielded Split combat ships, in particular, unprotected. Just like its wielder, the Ray Destroyer, this weapon projects military might, and earns the Boron their place among the great powers of the Commonwealth.

Boron S Arc Gun Mk1	**Weapon**

Boron Arc weaponry is a utility armament developed to not only inflict damage, but to also impair the target's mobility. The Arc launches ignited ion particles which cause an electrical discharge on impact. This compromises ship systems and is especially effective for

depleting shields, while also inflicting considerable hull damage to unshielded targets. The turret variant has been praised as useful for civilian ships, which don't aim to destroy attackers but attempt to shake them off. Arc weaponry was developed and cleared for field use by the Royal Boron Military Defence, but is still considered somewhat experimental.

Boron S Dumbfire Launcher Mk1 **Weapon**

No information available

Boron S Ion Gatling Mk1 **Weapon**

The Ion Gatling was developed by Faded Dreams Defences to improve the chances of Boron dogfighters. Its electrically charged particles are not only effective against shields, but also impair the target's mobility and allow the attacker to pin down hostile fighters. This proved effective against regular Split incursions, but the weapon's specialisation requires it to be combined with other weapons or fleets to supplement its shortcomings in hull penetration.

To counter the Ion Gatling's proficiency against inept Split shields, Split raiders started deploying fighters without shields.

Boron S Mining Drill Mk1 **Weapon**

For primary resource collectors, the Mk1 Small Mining Drill is an entry-level tool used for asteroid mining.

Boron S Phase Gun Mk1 **Weapon**

Boron Phase weaponry is an iteration of particle accelerator weapons first developed by the Paranid and Argon. The fired energy pulses, consisting of highly accelerated and polarised particles, prove effective against hull, while less so against shielded targets. This puts Phase weaponry in a unique position among the Boron arsenal, which otherwise tends towards primarily

impairing shields and mobility. As a necessary last resort against undeterrable hostiles, Phase armaments are widely available as either weapons or turrets in various sizes, and form the backbone of Boron weaponry and fleet compositions.

Boron S Torpedo Launcher Mk1	**Weapon**

No information available

Boron S Tracking Launcher Mk1	**Weapon**

No information available

Commonwealth M
Autocannon Turret Mk1

Turrets

The Autocannon Turret appears to be based on leaked blueprints from a joint Argon Federation and Ministry of Finance weapons systems study. The source of the leak remains unidentified. The Autocannon is a purely kinetic weapon that fires non-explosive tungsten slugs in short bursts with high accuracy. While not as technologically advanced as some newer energy weapons, the Autocannon remains a highly capable and sought-after system. Available through unsanctioned arms dealers, the Autocannon Turret can be fitted to a wide range of vessels.

Commonwealth M Beam Emitter
Mk1, Mk2

Weapon

Mk1

Mk2

The Beam Emitter is a highly specialised anti-fighter weapon, notable for its high accuracy. It discharges high-velocity beams which hit their target almost immediately. However, somewhat counterintuitively, it achieves this instantaneous accuracy by restraining the energy that the beam puts out. Since the beam is not as intense as the projectiles fired by many of its counterparts, it only inflicts damage gradually, which exposes the pilot to a counter-attack. Because of this, the Beam Emitter is mainly used on nimble fighters, which are able to get up close and out-manoeuvre their target when necessary.

The Mk2 variant tries to rectify the weak damage output somewhat, by ramping up the beam's intensity, but this comes at the cost of the weapon overheating more rapidly.

Commonwealth M Bolt Repeater
Mk1, Mk2

Weapon

Mk1

Mk2

The Bolt Repeater's average damage output and cooling make it an excellent choice for the indecisive military pilot. It is often considered the logical next step after having familiarised oneself with the Pulse Laser. Its prolonged bursts can easily tear apart targets of a similar size, but the projectiles are larger and move at a slower pace than

Pulse Laser particles. This means that the pilot needs to have experience in gauging when to expend their burst, and when to let the weapon cool down and wait for a better opportunity. When facing off against this weapon, nimble ships may be able to dodge its stream of bullets by strafing and making spiral movements. Against capital ships, the Bolt Repeater is a suitable choice for destroying surface elements such as turrets and shields, though it struggles to leave a lasting impact on the ship's hull.

The modern-day Bolt Repeater is the result of a development path taken by Argon military scientists from old Mass Driver designs; a weapon which first saw use during the era of the Kha'ak threat. By stripping out the original weapon's ability to penetrate shields, and instead maximising the force of its continuous bullet output, they created a robust all-rounder that was soon adopted by the Federation's allies because of its sheer brutal efficiency.

The Mk2 variant uses even larger projectiles while maintaining the same projectile speed, resulting in a lower rate of fire but an increased level of overall trauma to the target's hull and shields.

Commonwealth M Dumbfire Launcher **Weapon**
Mk1, Mk2

Mk1

Mk2

No information available

Commonwealth M Heavy Distortion Pulsor Mk1 — **Weapon**

The Heavy Distortion Pulsor was developed by the Joint Teladi Defence Consortium for use in the Ministry of Finance's Envoy-class fleet. It fires a coherent matter wave at relativistic speed which discharges on impact, temporarily disabling and immobilising smaller targets. The weapon's high accuracy stems from its underlying quantum emission principle. The Heavy Distortion Pulsor can only be fitted to Envoy- and Cypher-class ships.

Commonwealth M Heavy Scalar Aperture Emitter Mk1 — **Weapon**

Manufactured by Theonray Defence Corporation under Argon Federation contract, the Heavy Scalar Aperture Emitter is a high-energy weapon system that bypasses conventional shielding by exploiting Planck-time discontinuities in shield emitter cycles. These micro-apertures allow the beam to inflict direct damage to hull and structural elements, making it effective for disabling capital ships or other targets. Enhanced tracking algorithms maximise dwell time on moving targets, placing

the HSAE in direct competition with conventional energy weapons. The HSAE can be fitted to Envoy and Cypher class ships.

Commonwealth M Mining Drill
Mk1, Mk2

Weapon

Mk1

Mk2

For primary resource collectors, the Mk 1 Small Mining Drill is an entry-level tool used for asteroid mining. It is available in an upgraded Mk 2 format.

More established miners generally opt for the Medium Mining Drill, which is also available in Mk 1 and Mk 2 configurations.

Commonwealth M Plasma Cannon
Mk1, Mk2

Weapon

Mk1

Mk2

The Plasma Cannon combines high damage output with long range. Its drawbacks, slow projectile speed and fire rate, made worse by high heat generation, can make landing hits as challenging as it is important. This results in its predominant use being against capital ships, where swarms of fighters deploy Plasma Cannons to great success. Unlike short ranged weapons such as the Shard Battery and the Split Tau Accelerator, which outperform it in damage output and are more suited to attacking capital ships from a blind spot, the Plasma Cannon's greatest advantage is its range. Skilled pilots are also able to hunt down smaller targets efficiently, either by deploying the Plasma Cannon at short range or by predicting the courses of the projectile and target. Similarly, skilled pilots are also able to evade and avoid being hit by such attempts.

The Plasma Cannon was developed during the early days of the Paranid Civil War, by the Holy Order of the Pontifex, building upon the High Energy Plasma Thrower. Like its predecessor, it suffers from high radiation build-up, and this needs to be purged between shots to prevent it from damaging itself. The blueprint for the Plasma Cannon was stolen by the Argon Secret Service and distributed

throughout the Commonwealth when the Argon Federation joined the war effort.

The Mk2 variant has a higher rate of fire, lower heat generation and increased damage output.

Commonwealth M Pulse Laser
Mk1, Mk2

Weapon

Mk1

Mk2

Many experienced pilots fondly remember the affordable and reliable Pulse Laser as their first weapon. Its pin-point accuracy and high projectile speed make it an excellent choice for fighting small and fast targets, handling fragile lockboxes, and for dealing with deployables like mines and laser towers. Often initially scoffed at for its comparatively low damage output, its slow heat generation and sublime cooling result in a steady stream of disruptive fire, which in turn rewards pilots who can stay on target for an extended period. Faced with larger enemies, the Pulse Laser does not become obsolete as quickly as one might expect. Used in greater numbers, it can still be a formidable choice against frigates and corvettes, though an upgrade to a larger weapon mount may be advisable to maintain a level playing field. The Pulse Laser remains the preferred choice of commanders who favour versatility over optimisation

against specific opponents, or who have little trust in the aim of their subordinates.

The technology behind the Pulse Laser is advanced and efficient. Within a shielded chamber, microscopic fragments of matter are superheated and accelerated by a pulsed neodymium laser. The weapon was originally designed by the Ministry of Finance to provide a robust loadout for their escort fleets, without having to invest time and resources into the maintenance of a well-rounded combined arms setup. Over time, and thanks to the Teladi Company's aggressive marketing, it has been adopted as the number one weapon of convenience by all other former members of the Community of Planets.

The Mk2 variant sports a slightly longer burst. This lowers the efficiency of the heat dissipation between bursts and thereby exponentially drives up the cost of the internal shielding, but results in an overall higher damage output.

Commonwealth M Shard Battery
Mk1, Mk2

Weapon

Mk1

Mk2

The Shard Battery is essentially a spaceborne shotgun, that makes up for its low effective range and accuracy by inflicting devastating trauma against shields and hull alike. At its core, it is functionally similar to the Bolt Repeater that it was originally developed from. However, the ejection of multiple projectiles at once requires a wider barrel aperture, a larger spacing between shots, and generates a higher energy drain. When it comes to its damage output, the Shard Battery has been compared to the Plasma Cannon, but it offers a slightly different range of applications. Skilled military pilots may occasionally make use of this weapon against small targets in an attempt to end the fight quickly, but it is generally agreed upon that one should try to avoid these situations. The Shard Battery reaches its fullest potential against larger and slower targets such as M-sized ships, which cannot as easily evade its projectiles. It is also especially effective against capital ship surface elements, provided that the pilot can find an opportunity to target them from the blind spots of nearby turrets.

The Mk2 variant fires fewer shards at a higher speed but with a shorter interval. This raises the overall damage output and improves the weapon's accuracy, especially against more nimble targets, but in turn incurs a quicker heat build-up.

Commonwealth M Torpedo Launcher
Mk1, Mk2

Weapon

Mk1

Mk2

No information available

Commonwealth M Tracking Launcher
Mk1, Mk2

Weapon

Mk1

Mk2

No information available

Commonwealth S Beam Emitter
Mk1, Mk2

Weapon

The Beam Emitter is a highly specialised anti-fighter weapon, notable for its high accuracy. It discharges high-velocity beams which hit their target almost immediately. However, somewhat counterintuitively, it achieves this instantaneous accuracy by restraining the energy that the beam puts out. Since the beam is not as intense as the projectiles fired by many of its counterparts, it only inflicts damage gradually, which exposes the pilot to a counter-attack. Because of this, the Beam Emitter is mainly used on nimble fighters, which are able to get up close and out-manoeuvre their target when necessary.

The Mk2 variant tries to rectify the weak damage output somewhat, by ramping up the beam's intensity, but this comes at the cost of the weapon overheating more rapidly.

Commonwealth S Blast Mortar
Mk1, Mk2

Weapon

Mk1

Mk2

The Blast Mortar launches a tightly packed ball of high explosives, carefully separated from a layer of crushed and superheated asteroid matter. This swirling bubble of doom detonates on impact, or upon reaching its maximum effective range. Its decent blast radius, added to the already high damage per projectile, make it an excellent choice for taking out the engines, turrets and shield generators of capital ships. It is often favourably compared to the Plasma Cannon, a household standard in the post-realignment Jump Gate network, because it has the higher projectile speed of the two. This offers desperate pilots the ability to engage smaller targets when necessary. However, it is no flak cannon and, if given the choice, it is usually advisable to use this weapon against ships of at least medium size, which cannot evade its fire.

Before the Holy Order of the Pontifex was even officially proclaimed, its constituents began experimenting with equipment that would make efficient use of the limited resources available at the time. This resulted in weapons such as the Blast Mortar: surprisingly simple to produce, at least from the perspective of the superior Paranid intellect, yet at the same time brutally effective. Though they were

initially ordered to build stronger beams for their visual effect, the priest engineers put their faith in what they most believed in: local maxima in the parameter space. Like a paradise yet untouched by mortal interference, the Blast Mortar works in perfect equilibrium as long as its careful calibration isn't disturbed. Bafflingly resistant to attempts at reverse engineering and improvement by foreign powers' militaries, the mechanism tends to suffer drastic loss of efficiency if one dares to adjust its properties, even in the most miniscule way.

The Mk2 variant is the exception to this rule, being a creation by the very same priest engineers that designed the original. It is an upgrade as straightforward as it gets, simply offering significantly enhanced destructive power and slightly improved heat dissipation.

Commonwealth S Bolt Repeater **Weapon**
Mk1, Mk2

The Bolt Repeater's average damage output and cooling make it an excellent choice for the indecisive military pilot. It is often considered the logical next step after having familiarised oneself with the Pulse Laser. Its prolonged bursts can easily tear apart targets of a similar size, but the projectiles are larger and move at a slower pace than Pulse Laser particles. This means that the pilot needs to have experience in gauging when to expend their burst, and when to let the weapon cool down and wait for a better opportunity. When facing off against this weapon, nimble ships may be able to dodge its stream of bullets by strafing and making spiral movements. Against capital ships, the Bolt Repeater is a suitable choice for destroying surface elements such as turrets and

shields, though it struggles to leave a lasting impact on the ship's hull.

The modern-day Bolt Repeater is the result of a development path taken by Argon military scientists from old Mass Driver designs; a weapon which first saw use during the era of the Kha'ak threat. By stripping out the original weapon's ability to penetrate shields, and instead maximising the force of its continuous bullet output, they created a robust all-rounder that was soon adopted by the Federation's allies because of its sheer brutal efficiency.

The Mk2 variant uses even larger projectiles while maintaining the same projectile speed, resulting in a lower rate of fire but an increased level of overall trauma to the target's hull and shields.

Commonwealth S Burst Ray **Weapon**
Mk1, Mk2

Mk1

Mk2

Because of its amplified destructive power against surface elements, the Burst Ray is the weapon of choice for daring fighter pilots who want to strip capital ships of their engines, shield generators and turrets. As the name suggests, it fires a sequenced burst of focused radiation to deliver several galvanic calefactions in quick succession, causing the target's surface material to lose cohesion on a molecular

level. This niche ability comes at a cost, however: its short range and low energy output against the main shield and hull of its target make the Burst Ray an ineffective weapon for skirmishes with small and medium-sized ships. In a pinch, the fact that the individual beams deliver their damage instantaneously, may nevertheless prove useful against small and evasive targets.

It is said that the Priest Duke of Pious Mists himself ordered the development of a specialised anti-capital ship weapon to counter the overreliance on heavy fleets and long-range weaponry of the Holy Order of the Pontifex.

The Mk2 variant fires more often per burst, which increases the energy output significantly. In turn, the effective range drops slightly and the weapon becomes prone to overheating.

Commonwealth S Dumbfire Launcher
Mk1, Mk2

Weapon

No information available

Commonwealth S Mining Drill **Weapon**
Mk1, Mk2

For primary resource collectors, the Mk 1 Small Mining Drill is an entry-level tool used for asteroid mining. It is available in an upgraded Mk 2 format.

Commonwealth S Plasma Cannon **Weapon**
Mk1, Mk2

The Plasma Cannon combines high damage output with long range. Its drawbacks, slow projectile speed and fire rate, made worse by high heat generation, can make landing hits as challenging as it is important. This results in its predominant use being against capital ships, where swarms of fighters deploy Plasma Cannons to great success. Unlike short ranged weapons such as the Shard Battery and the Split Tau Accelerator, which outperform it in damage output

and are more suited to attacking capital ships from a blind spot, the Plasma Cannon's greatest advantage is its range. Skilled pilots are also able to hunt down smaller targets efficiently, either by deploying the Plasma Cannon at short range or by predicting the courses of the projectile and target. Similarly, skilled pilots are also able to evade and avoid being hit by such attempts.

The Plasma Cannon was developed during the early days of the Paranid Civil War, by the Holy Order of the Pontifex, building upon the High Energy Plasma Thrower. Like its predecessor, it suffers from high radiation build-up, and this needs to be purged between shots to prevent it from damaging itself. The blueprint for the Plasma Cannon was stolen by the Argon Secret Service and distributed throughout the Commonwealth when the Argon Federation joined the war effort.

The Mk2 variant has a higher rate of fire, lower heat generation and increased damage output.

Commonwealth S Pulse Laser **Weapon**
Mk1, Mk2

Many experienced pilots fondly remember the affordable and reliable Pulse Laser as their first weapon. Its pin-point accuracy and high projectile speed make it an excellent choice for fighting small and fast targets, handling fragile lockboxes, and for dealing with deployables like mines and laser towers. Often initially scoffed at for its comparatively low damage output, its slow heat generation and sublime cooling result in a steady stream of disruptive fire, which in turn rewards pilots who can stay on target for an extended period.

Faced with larger enemies, the Pulse Laser does not become obsolete as quickly as one might expect. Used in greater numbers, it can still be a formidable choice against frigates and corvettes, though an upgrade to a larger weapon mount may be advisable to maintain a level playing field. The Pulse Laser remains the preferred choice of commanders who favour versatility over optimisation against specific opponents, or who have little trust in the aim of their subordinates.

The technology behind the Pulse Laser is advanced and efficient. Within a shielded chamber, microscopic fragments of matter are superheated and accelerated by a pulsed neodymium laser. The weapon was originally designed by the Ministry of Finance to provide a robust loadout for their escort fleets, without having to invest time and resources into the maintenance of a well-rounded combined arms setup. Over time, and thanks to the Teladi Company's aggressive marketing, it has been adopted as the number one weapon of convenience by all other former members of the Community of Planets.

The Mk2 variant sports a slightly longer burst. This lowers the efficiency of the heat dissipation between bursts and thereby exponentially drives up the cost of the internal shielding, but results in an overall higher damage output.

Commonwealth S Shard Battery **Weapon**
Mk1, Mk2

The Shard Battery is essentially a spaceborne shotgun, that makes up for its low effective range and accuracy by inflicting devastating

trauma against shields and hull alike. At its core, it is functionally similar to the Bolt Repeater that it was originally developed from. However, the ejection of multiple projectiles at once requires a wider barrel aperture, a larger spacing between shots, and generates a higher energy drain. When it comes to its damage output, the Shard Battery has been compared to the Plasma Cannon, but it offers a slightly different range of applications. Skilled military pilots may occasionally make use of this weapon against small targets in an attempt to end the fight quickly, but it is generally agreed upon that one should try to avoid these situations. The Shard Battery reaches its fullest potential against larger and slower targets such as M-sized ships, which cannot as easily evade its projectiles. It is also especially effective against capital ship surface elements, provided that the pilot can find an opportunity to target them from the blind spots of nearby turrets.

The Mk2 variant fires fewer shards at a higher speed but with a shorter interval. This raises the overall damage output and improves the weapon's accuracy, especially against more nimble targets, but in turn incurs a quicker heat build-up.

Commonwealth S Torpedo Launcher

Weapon

Mk1, Mk2

Mk1

Mk2

No information available

Commonwealth S Tracking Launcher

Weapon

Mk1, Mk2

Mk1

Mk2

No information available

Erlking L Turret

Turrets

The Erlking L Turret fires a single high speed projectile, superheated and accelerated by a custom pulsed laser. While fixed weapons usually outperform their turret counterparts of the same size, the Erlking's turrets are an unusual exception; the damage from this turret is comparable to, and might even exceed, that of L Pulse Laser weapons at close range. Over distance, however, the damage output falls off steeply, and at maximum range barely matches that of a standard L Pulse Laser turret. Although the Erlking is perfectly capable of defending itself at a distance, the high damage output of its turrets at short range makes it much more dangerous at close proximity, meaning that aggressive manoeuvres by the Erlking's pilot are rewarded. This exceptional performance is attributed to the Erlking's power core, from which the turrets draw energy.

Boso Ta commented that this turret employs electronic redundancies designed to be especially robust against internal radiation damage, and that this is necessary due to its slight but continuous exposure to the power core.

Erlking M Turret

Turrets

The Erlking M Turret fires bursts of high speed projectiles, reminiscent of Bolt Repeater burst fire. While fixed weapons usually outperform their turret counterparts of the same size, the Erlking's turrets are an unusual exception; the damage from this turret is comparable to, and might even exceed, that of M Bolt Repeater weapons at close range. Over distance, however, the damage output

falls off steeply, and at maximum range barely matches that of a standard M Bolt Repeater turret. Although the Erlking is perfectly capable of defending itself at a distance, the high damage output of its turrets at short range makes it much more dangerous at close proximity, meaning that aggressive manoeuvres by the Erlking's pilot are rewarded. This exceptional performance is attributed to the Erlking's power core, from which the turrets draw energy.

Boso Ta was particularly keen to go into detail about how this turret manages to rapidly access the power core, for only the blink of an eye at a time, before just as rapidly cutting the connection, thereby preventing an energy draining feedback loop capable of destroying the ship. Boso Ta also said not to worry, as the safety mechanisms will prevent this from happening most of the time.

Erlking Main Battery	**Weapon**

The Erlking Main Battery is the only Erlking armament which does not suffer from decreased damage output over distance. This allows the Erlking to fight at range, or attack effectively while closing in on its target.

Boso Ta claims that this weapon employs various kinds of titanium alloys and conductors to draw a large amount of energy from the power core, while disposing of excess hazardous radiation and keeping it from leaking

into the ship. Unfortunately he wasn't so keen to go into detail about how it performs as a weapon.

KHA L Kyon Turret Mk1	**Turret**

The Kyon Turret, evolved from the dreaded Kyon Beams that haunt the nightmares of spacefaring civilisations. This formidable turret variant embodies the relentless and insidious nature of its creators.

Though individually the damage of a single Kyon beam may appear modest for its size, its true potency lies in its ability to saturate the battlefield with a relentless barrage of energy pulses. Where Kha'ak vessels swarm, these turrets serve as harbingers of chaos, inflicting unavoidable damage on any who oppose them.

KHA M Kyon Emitter Mk1	**Weapon**

The Kha'ak Kyon Emitter is relatively weak, yet devastatingly accurate. In swarm formation, the Kha'ak can bring the Kyon Emitter to bear in numbers that can become lethally effective.

The Kyon Emitter has also been seen, and in some cases salvaged, in a format comparable to Medium Class conventional weapons. As expected, this larger format is more damaging.

KHA M Kyon Turret Mk1

Turret

Utilising the same technology as the Kyon Emitter, the Kha'ak Kyon Turret is a formidable defensive weapon, often adorning the species' stations in large numbers.

KHA Obliterator Main Battery

Weapon

The Obliterator Main Battery stands as a towering testament to the overwhelming destructive capabilities that the Kha'ak can bring to bear. This fearsome particle beam gun represents the pinnacle of anti-capital ship armaments, capable of unleashing cataclysmic devastation upon any who dare to challenge Kha'ak supremacy.

When unleashed upon capital ships, its searing beam cuts through shields and armour alike with ruthless efficiency, easily rending even the mightiest vessels asunder. Yet it is the weapon's terrifying secondary function that instils dread in the hearts of all who witness its unleashed fury. When pushed to its limits through overcharge, the Obliterator Main Battery transforms into a planet destroyer, a doomsday weapon of unparalleled devastation.

KHA Ravager Main Battery

Weapon

Forged from the darkest depths of Kha'ak technology, the Ravager Main Battery harnesses the raw energy of the cosmos to generate a

focused particle beam of unparalleled potency. Each searing blast from its menacing barrel strikes with pinpoint accuracy, tearing through the defences of capital ships with ease.

Designed to deliver devastating blows against enemy capital vessels, this weapon serves as the primary armament of Kha'ak Destroyers, ensuring their dominance on the battlefield. Its overwhelming firepower and relentless precision make it a fearsome adversary for any enemy of the Kha'ak.

KHA S Kyon Emitter Mk1	**Weapon**

The Kha'ak Kyon Emitter is relatively weak, yet devastatingly accurate. In swarm formation, the Kha'ak can bring the Kyon Emitter to bear in numbers that can become lethally effective.

Paranid Hyperion Main Battery	**Weapon**

Unique to the Hyperion, this weapon array features emitters capable of engaging diverse target categories. It particularly excels at neutralising mid-sized vessels and surface elements of larger combatants, making it an essential asset for covering tactical retreats. With its high-precision targeting and sustained firing rate, it delivers firepower approaching that of destroyer-class vessels at shorter effective ranges, placing it in a similar performance category to the Paranid Odyssey.

Paranid L Beam Turret Mk1

Turret

Considered to be an entry-level option, the Beam Turret is generally preferred by captains with tight budgetary considerations. That said, the weapon boasts a high level of accuracy, albeit with limits to the amount of damage it can inflict.

The large format Beam Turret is an upgraded version, however, its deficiencies in comparison with other armaments in its class remain apparent.

Paranid L Dumbfire Turret Mk1

Turret

No information available

Paranid L Mining Turret Mk1

Turret

No information available

Paranid L Plasma Turret Mk1 **Turret**

The greatest strength of the Plasma Turret is that it is an intrinsically "cool" technology, negating the need for the integrated cooling systems that are a feature of most armaments. This allows this otherwise relatively slow turret to be a constant threat to larger adversaries.

The Large Plasma Turret implementation is a preferred choice for capital ships, where the number of emplacements can offset the limitations in manoeuvrability.

Paranid L Pulse Turret Mk1 **Turret**

The Pulse Turret is a versatile weapon, but is of limited use against capital ships and stations due to its relatively low damage output. It can otherwise be considered effective in engagement of a wide variety of targets.

The Large Pulse Turret improves on the performance of the medium-class version. In this format, its ability to inflict damage on all classes

of target make it a true all-rounder.

Paranid L Tracking Turret Mk1	**Turret**

No information available

Paranid M Beam Turret Mk1	**Turret**

Considered to be an entry-level option, the Beam Turret is generally preferred by captains with tight budgetary considerations. That said, the weapon boasts a high level of accuracy, albeit with limits to the amount of damage it can inflict.

Paranid M Bolt Turret Mk1 **Turret**

Considered to be a support weapon, some captains exclusively train the Bolt Turret on medium-sized targets due to its relatively poor rotation speed. More advanced tactics include their use in suppressing shield recharge and inhibiting the activation of travel drives.

Paranid M Dumbfire Turret Mk1 **Turret**

No information available

Paranid M Mass Driver **Weapon**
Mk1, Mk2

Mk1

Mk2

The Mass Driver fires a single high energy projectile, which maintains its accuracy and destructive force over a very long distance. Heat accumulates almost instantaneously when the trigger is engaged, after which the pilot can release the shot immediately or take their time to aim. These unique features come at a cost, however: the weapon is mounted in a fixed forward-facing orientation, which makes automatic target tracking impossible and means that the pilot has to rely solely on their own skill. Over an extended period of time, the energy output of this weapon may appear relatively poor, but its strength lies in the initial attack, which can surprise the target and take out vital systems before a skirmish.

It is therefore most commonly used in a combined arms approach, to support an already engaged force. On fast and nimble ships, which can reliably keep their opponents at a distance, the weapon's superior range may also allow the pilot to defeat their opponent without ever coming under fire themselves.

This weapon is not to be confused with pre-Shutdown versions of the Mass Driver, which fired constant streams of shield-penetrating projectiles. The militaries of both the Argon Federation and the Godrealm of the Paranid attempted to improve on the old design, and both developed weapons that now bear little resemblance to the original. The Paranid opted for a dual barrel, lined with perfectly synchronised, superconductive electromagnets. It appears curious, therefore, that the weapons development experts in Trinity Sanctum, upon presenting what was essentially an entirely new type of weapon, chose to keep the traditional name.

The Mk2 variant incorporates expensive, highly calibrated electromagnets, greatly reducing the weapon's heat build-up before each shot.

Paranid M Mining Turret Mk1	**Turret**

No information available

Paranid M Plasma Turret Mk1

Turret

The greatest strength of the Plasma Turret is that it is an intrinsically "cool" technology, negating the need for the integrated cooling systems that are a feature of most armaments. This allows this otherwise relatively slow turret to be a constant threat to larger adversaries.

Paranid M Pulse Turret Mk1

Turret

The Pulse Turret is a versatile weapon, but is of limited use against capital ships and stations due to its relatively low damage output. It can otherwise be considered effective in engagement of a wide variety of targets.

Paranid M Shard Turret Mk1

Turret

This turret weapon is optimised for medium-sized targets, as it lacks the accuracy to counter fighters, and the damage potential to take on capital ships effectively.

The Shard Turret delivers a spread of projectiles with a relatively short range. Heat management is a consideration for users of this weapon.

Paranid M Tracking Turret Mk1

Turret

No information available

Paranid Odysseus Main Battery

Weapon

Weaponsmith Ebmancketvahs considered the Odysseus main battery to be his career crowning achievement. He resolved to spend however long it would take in complete silence, moving to a house of worship in Trinity Sanctum for a retreat that extended to five years in length.

On delivering the plans for what was to become, perhaps, the most powerful weapon in the Paranid armoury, Ebmancketvahs was feted by the ecclesiastical authorities and there remains, to this day, a statue honouring him in Trinity Sanctum.

Paranid S Mass Driver **Weapon**

Mk1, Mk2

Mk1

Mk2

The Mass Driver fires a single high energy projectile, which maintains its accuracy and destructive force over a very long distance. Heat accumulates almost instantaneously when the trigger is engaged, after which the pilot can release the shot immediately or take their time to aim. These unique features come at a cost, however: the weapon is mounted in a fixed forward-facing orientation, which makes automatic target tracking impossible and means that the pilot has to rely solely on their own skill. Over an extended period of time, the energy output of this weapon may appear relatively poor, but its strength lies in the initial attack, which can surprise the target and take out vital systems before a skirmish. It is therefore most commonly used in a combined arms approach, to support an already engaged force. On fast and nimble ships, which can reliably keep their opponents at a distance, the weapon's superior range may also allow the pilot to defeat their opponent without ever coming under fire themselves.

This weapon is not to be confused with pre-Shutdown versions of the Mass Driver, which fired constant streams of shield-penetrating projectiles. The militaries of both the Argon Federation and the Godrealm of the Paranid attempted to improve on the old design,

and both developed weapons that now bear little resemblance to the original. The Paranid opted for a dual barrel, lined with perfectly synchronised, superconductive electromagnets. It appears curious, therefore, that the weapons development experts in Trinity Sanctum, upon presenting what was essentially an entirely new type of weapon, chose to keep the traditional name.

The Mk2 variant incorporates expensive, highly calibrated electromagnets, greatly reducing the weapon's heat build-up before each shot.

Split L Beam Turret Mk1 **Turret**

Considered to be an entry-level option, the Beam Turret is generally preferred by captains with tight budgetary considerations. That said, the weapon boasts a high level of accuracy, albeit with limits to the amount of damage it can inflict.

The large format Beam Turret is an upgraded version, however, its deficiencies in comparison with other armaments in its class remain apparent.

Split L Dumbfire Turret Mk1 **Turret**

No information available

Split L Mining Turret Mk1 — Turret

No information available

Split L Plasma Turret Mk1 — Turret

The greatest strength of the Plasma Turret is that it is an intrinsically "cool" technology, negating the need for the integrated cooling systems that are a feature of most armaments. This allows this otherwise relatively slow turret to be a constant threat to larger adversaries.

The Large Plasma Turret implementation is a preferred choice for capital ships,

where the number of emplacements can offset the limitations in manoeuvrability.

Split L Pulse Turret Mk1	**Turret**

The Pulse Turret is a versatile weapon, but is of limited use against capital ships and stations due to its relatively low damage output. It can otherwise be considered effective in engagement of a wide variety of targets.

The Large Pulse Turret improves on the performance of the medium-class version. In this format, its ability to inflict damage on all classes of target make it a true all-rounder.

Split L Tracking Turret Mk1	**Turret**

No information available

Split M Beam Turret Mk1

Turret

Considered to be an entry-level option, the Beam Turret is generally preferred by captains with tight budgetary considerations. That said, the weapon boasts a high level of accuracy, albeit with limits to the amount of damage it can inflict.

Split M Bolt Turret Mk1

Turret

Considered to be a support weapon, some captains exclusively train the Bolt Turret on medium-sized targets due to its relatively poor rotation speed. More advanced tactics include their use in suppressing shield recharge and inhibiting the activation of travel drives.

Split M Boson Lance **Weapon**

Mk1, Mk2

Mk1

Mk2

The Split Boson Lance fires a single high speed projectile at medium range. Unlike other weapons, the Boson Lance forgoes automatic target tracking and is static, requiring the pilot to turn their ship to aim. This limitation results in the Boson Lance seeing most use in fighting medium-sized ships, or when destroying the surface elements of capital ships. In an attempt to mitigate this, some pilots who regularly use this weapon have developed rituals which they believe increase its damage output.

The Boson Lance was invented relatively recently, by the Split brothers Ko t'Pa and Fyi t'Pa. With the reconnection of the Zyarth Patriarchy to the Commonwealth, the Patriarchy acquired the weapon's blueprint and refined it for mass production.

The most notable feature of the Mk2 variant is that it doubles the damage output.

Split M Dumbfire Turret Mk1

Turret

No information available

Split M Flak Turret Mk1

Turret

Modern Flak Turret technology has not yet been fully exploited throughout the known systems, and it is jealously guarded by those who have access to it. It is a highly effective weapon at close quarters, particularly against fighters, due to its blast damage radius.

The Split have been unable to match the Argon model's accuracy, however, their variation boasts a better munitions capacity.

Split M Mining Turret Mk1

Turret

No information available

Split M Mining Turret Mk1

Turret

No information available

Split M Neutron Gatling **Weapon**
Mk1, Mk2

Mk1

Mk2

The Split Neutron Gatling is a short range, rapid fire weapon comparable to the Bolt Repeater. Similar to the Bolt Repeater, the constant stream of projectiles travels rather slowly and requires aiming ahead in order to hit moving targets. The Neutron Gatling is renowned for its high damage output, but the low accuracy and noticeable spread can make hitting small targets at range rather challenging, forcing pilots to close the distance. For the dogfight-loving Split this is considered part of the hunt.

The Split developed this weapon, taking into account the psychological effects on the pilot and target. While the pilot feels empowered by commanding a high rate of fire over a prolonged time, the target feels terrorised by the light show and left to guess which projectiles might hit or miss. Despite not being part of the intended design, the low accuracy helps pirates to intimidate their prey without noticeably damaging their prize. It is a functional weapon for combat, but arguably also a tool to express the Split warrior culture and spread terror among their many foes.

The Mk2 variant offers increased damage output and a higher rate of fire.

Split M Plasma Turret Mk1

Turret

The greatest strength of the Plasma Turret is that it is an intrinsically "cool" technology, negating the need for the integrated cooling systems that are a feature of most armaments. This allows this otherwise relatively slow turret to be a constant threat to larger adversaries.

Split M Pulse Turret Mk1

Turret

The Pulse Turret is a versatile weapon, but is of limited use against capital ships and stations due to its relatively low damage output. It can otherwise be considered effective in engagement of a wide variety of targets.

Split M Shard Turret Mk1

Turret

This turret weapon is optimised for medium-sized targets, as it lacks the accuracy to counter fighters, and the damage potential to take on capital ships effectively.

The Shard Turret delivers a spread of projectiles with a relatively short range. Heat management is a consideration for users of this weapon.

Split M Tau Accelerator **Weapon**
Mk1, Mk2

Mk1

Mk2

The Tau Accelerator combines the raw destructive power of a spaceship-based shotgun with intimidation through rapid weapons fire; a trademark of Split military culture. Even though it is the result of an entirely different branch of research, it may be considered as the Split specialist version of the Shard Battery. In comparison to this more readily available weapon, the Tau Accelerator offers a greater energy output and a lower spread, while its effective range, and the number and speed of its projectiles, are somewhat reduced. For Split bounty hunters, the profession in which the use of this weapon remains the most prevalent, these apparent drawbacks are entirely immaterial. In fact, a true Split will eagerly accept any excuse to get

close to their target and unload their weapons at full blast until they overheat.

The Mk2 variant improves projectile speed and rate of fire, while miraculously maintaining the original heat accumulation rate.

Split M Thermal Disintegrator **Weapon**
Mk1, Mk2

Mk1

Mk2

The Split Thermal Disintegrator is a shield-penetrating short range weapon. After bypassing the shields, its projectiles stick to the target, applying damage over time. Most available variants fire short bursts interrupted by a long break, but the S Mk2 variant allows for nearly continuous fire with only a short break between clip changes. With only a slight damage advantage against shielded surface elements, the Thermal Disintegrator remains a solid choice for general use.

The Split developed this weapon after experimenting with shield penetration technologies. While the goal to bypass shields entirely was not achieved, the resulting suitability for general use, together with the additional benefit of partial bypass, make it a widely deployed weapon.

The Mk2 variant increases both damage and rate of fire.

Split M Tracking Turret Mk1

Turret

No information available

Split Rattlesnake Main Battery

Weapon

"Move speedily and damage things" is more than a Split aphorism. It is both a military strategy and a design philosophy; and one thoroughly adhered to in the development of the Rattlesnake Main Battery.

With its relatively short range, the military architects clearly envisaged being in the centre of battle, rather than lobbing shots from the periphery. As such, this is only recommended for those with the resources to employ the very best pilots.

A Rattlesnake barrage appearing in the midst of a skirmish is certainly said to be an awe inspiring sight, but only by those observing from a safe distance.

Split S Boson Lance **Weapon**
Mk1, Mk2

Mk1

Mk2

The Split Boson Lance fires a single high speed projectile at medium range. Unlike other weapons, the Boson Lance forgoes automatic target tracking and is static, requiring the pilot to turn their ship to aim. This limitation results in the Boson Lance seeing most use in fighting medium-sized ships, or when destroying the surface elements of capital ships. In an attempt to mitigate this, some pilots who regularly use this weapon have developed rituals which they believe increase its damage output.

The Boson Lance was invented relatively recently, by the Split brothers Ko t'Pa and Fyi t'Pa. With the reconnection of the Zyarth Patriarchy to the Commonwealth, the Patriarchy acquired the weapon's blueprint and refined it for mass production.

The most notable feature of the Mk2 variant is that it doubles the damage output.

Split S Neutron Gatling **Weapon**
Mk1, Mk2

Mk1

Mk2

The Split Neutron Gatling is a short range, rapid fire weapon comparable to the Bolt Repeater. Similar to the Bolt Repeater, the constant stream of projectiles travels rather slowly and requires aiming ahead in order to hit moving targets. The Neutron Gatling is renowned for its high damage output, but the low accuracy and noticeable spread can make hitting small targets at range rather challenging, forcing pilots to close the distance. For the dogfight-loving Split this is considered part of the hunt.

The Split developed this weapon, taking into account the psychological effects on the pilot and target. While the pilot feels empowered by commanding a high rate of fire over a prolonged time, the target feels terrorised by the light show and left to guess which projectiles might hit or miss. Despite not being part of the intended design, the low accuracy helps pirates to intimidate their prey without noticeably damaging their prize. It is a functional weapon for combat, but arguably also a tool to express the Split warrior culture and spread terror among their many foes.

The Mk2 variant offers increased damage output and a higher rate of fire.

Split S Tau Accelerator **Weapon**
Mk1, Mk2

Mk1

Mk2

The Tau Accelerator combines the raw destructive power of a spaceship-based shotgun with intimidation through rapid weapons fire; a trademark of Split military culture. Even though it is the result of an entirely different branch of research, it may be considered as the Split specialist version of the Shard Battery. In comparison to this more readily available weapon, the Tau Accelerator offers a greater energy output and a lower spread, while its effective range, and the number and speed of its projectiles, are somewhat reduced. For Split bounty hunters, the profession in which the use of this weapon remains the most prevalent, these apparent drawbacks are entirely immaterial. In fact, a true Split will eagerly accept any excuse to get close to their target and unload their weapons at full blast until they overheat.

The Mk2 variant improves projectile speed and rate of fire, while miraculously maintaining the original heat accumulation rate.

Split S Thermal Disintegrator **Weapon**
Mk1, Mk2

Mk1

Mk2

The Split Thermal Disintegrator is a shield-penetrating short range weapon. After bypassing the shields, its projectiles stick to the target, applying damage over time. Most available variants fire short bursts interrupted by a long break, but the S Mk2 variant allows for nearly continuous fire with only a short break between clip changes. With only a slight damage advantage against shielded surface elements, the Thermal Disintegrator remains a solid choice for general use.

The Split developed this weapon after experimenting with shield penetration technologies. While the goal to bypass shields entirely was not achieved, the resulting suitability for general use, together with the additional benefit of partial bypass, make it a widely deployed weapon.

The Mk2 variant increases both damage and rate of fire.

Scrap Tractor

Turrets

The Scrap Tractor employs an array of graviton beams to leash an object to a towing ship. The beams automatically and independently adjust their focus to further enhance the gravitational forces as the distance between the two objects becomes greater, resulting in an elasticity effect. All resistance is not futile, however, since severe disruptions, such as being hit by weapon fire, will cause the connection to break. Likewise, the graviton beams are inherently unstable until the artificial gravitational field is fully engaged, and even minor distortions such as the lingering effects of depleted shields, or electrical currents behind the target's hull, will prompt them to lose focus. Because of these limitations, the Scrap Tractor is mainly used to tow ship wrecks below a certain size limit, to avoid exceeding the maximum energy output of the weapon mount. For reasons which are not entirely clear, the connection remains stable during Jump Gate traversals.

The modern Scrap Tractor has only recently been made available to the wider Gate Network by the Alliance of the Word. The Alliance received the designs for it by deep space messenger drone, sent from the Avarice system, which was once thought lost. It is, however, by no means an entirely new technology. Before the Terran Conflict, and even up until the Gate Shutdown, a predecessor of this weapon - or rather tool - was occasionally deployed by opportunistic scavengers, looking to profit from the ongoing destruction of advanced warships in conflict zones. However, due to the general abundance of resources in the well-connected Gate Network at the time, and the inherent danger of the profession, it never saw widespread use, and the factories necessary for its production were often dismantled as quickly as they sprung up.

Teladi L Beam Turret Mk1

Turret

Considered to be an entry-level option, the Beam Turret is generally preferred by captains with tight budgetary considerations. That said, the weapon boasts a high level of accuracy, albeit with limits to the amount of damage it can inflict.

The large format Beam Turret is an upgraded version, however, its deficiencies in comparison with other armaments in its class remain apparent.

Teladi L Dumbfire Turret Mk1

Turret

No information available

Teladi L Mining Turret Mk1

Turret

No information available

Teladi L Plasma Turret Mk1 **Turret**

The greatest strength of the Plasma Turret is that it is an intrinsically "cool" technology, negating the need for the integrated cooling systems that are a feature of most armaments. This allows this otherwise relatively slow turret to be a constant threat to larger adversaries.

The Large Plasma Turret implementation is a preferred choice for capital ships, where the number of emplacements can offset the limitations in manoeuvrability.

Teladi L Pulse Turret Mk1 **Turret**

The Pulse Turret is a versatile weapon, but is of limited use against capital ships and stations due to its relatively low damage output. It can otherwise be considered effective in engagement of a wide variety of targets.

The Large Pulse Turret improves on the performance of the medium-class version. In this format, its ability to inflict damage on all classes

of target make it a true all-rounder.

Teladi L Tracking Turret Mk1 **Turret**

No information available

Teladi M Beam Turret Mk1 **Turret**

Considered to be an entry-level option, the Beam Turret is generally preferred by captains with tight budgetary considerations. That said, the weapon boasts a high level of accuracy, albeit with limits to the amount of damage it can inflict.

Teladi M Bolt Turret Mk1

Turret

Considered to be a support weapon, some captains exclusively train the Bolt Turret on medium-sized targets due to its relatively poor rotation speed. More advanced tactics include their use in suppressing shield recharge and inhibiting the activation of travel drives.

Teladi M Distortion Turret Mk1

Turret

The Distortion Turret is the turret-mounted variant of the Heavy Distortion Pulsor, developed by the Joint Teladi Defence Consortium for the Ministry of Finance. It fires a coherent matter wave at relativistic speed which discharges on impact, temporarily disabling and immobilising smaller targets. The weapon's high accuracy stems from its underlying quantum emission principle. The Distortion Turret can be fitted to a wide range of vessels.

Teladi M Dumbfire Turret Mk1

Turret

No information available

Teladi M Mining Turret Mk1	**Turret**

No information available

Teladi M Muon Charger **Weapon**

Mk1, Mk2

Mk1

Mk2

The Muon Charger is a short range, high damage weapon. Its unusual handling requires the pilot to - as the name implies - manually charge every shot. It is recommended that it only be used when fully charged, as the damage potential is otherwise greatly reduced. Upon release, it fires multiple bolts, with a relatively small spread, which are able to stick to a target and deal damage over time. These bolts are sometimes deflected off the target entirely, resulting in them dealing little damage. If used correctly, the Muon Charger will never overheat, allowing for a continuous and consistent damage output.

The Ministry of Finance Science Division developed this weapon for all-round use, though arguably it can be difficult to deploy effectively in dogfights against fast targets. The ability to hold the charge and release at will was intended to give pilots more control over their weapon, and increase the fighter fleet's accuracy statistics. The unique characteristics of this weapon, however, mean that custom training is required, making it unsuitable for the Ministry's novice fighter program.

The Mk2 variant offers increased damage output.

Teladi M Plasma Turret Mk1

Turret

The greatest strength of the Plasma Turret is that it is an intrinsically "cool" technology, negating the need for the integrated cooling systems that are a feature of most armaments. This allows this otherwise relatively slow turret to be a constant threat to larger adversaries.

Teladi M Pulse Turret Mk1

Turret

The Pulse Turret is a versatile weapon, but is of limited use against capital ships and stations due to its relatively low damage output. It can otherwise be considered effective in engagement of a wide variety of targets.

Teladi M Shard Turret Mk1

Turret

This turret weapon is optimised for medium-sized targets, as it lacks the accuracy to counter fighters, and the damage potential to take on capital ships effectively.

The Shard Turret delivers a spread of projectiles with a relatively short range. Heat management is a consideration for users of this weapon.

Teladi M Tracking Turret Mk1

Turret

No information available

Teladi Phoenix Main Battery

Weapon

With the Phoenix destroyer "borrowing" technology from both the Argon and the Paranid, it is unsurprising that the main battery bears a striking resemblance to that of the Argon Behemoth.

While some have alleged that the Behemoth's main gun technology was stolen and copied for the Phoenix, all those who have made such suggestions

have speedily faced a summons for libel action from the Teladi Company. One of the arguments raised in opposition to these legal proceedings was the similarity of the triple-volley found in the Behemoth weapon. This feature was removed in later revisions of the Phoenix weapon, with little fanfare, and when pressed, the reasons given were excessive power consumption and insufficient heating.

We conclude that similarities of earlier triple-volley, reload and power specifications are without doubt a matter of mere coincidence.

Teladi S Muon Charger **Weapon**
Mk1, Mk2

Mk1

Mk2

The Muon Charger is a short range, high damage weapon. Its unusual handling requires the pilot to manually charge every shot. It is recommended that it only be used when fully charged, as the damage potential is otherwise greatly reduced. Upon release, it fires multiple bolts, with a relatively small spread, which are able to stick to a target and deal damage over time. Earlier iterations had an issue with the priming of the weapon, causing some of its projectiles to ricochet harmlessly. This has since been rectified, improving the reliability of this weapon in the heat of battle. If used correctly, the

Muon Charger will never overheat, allowing for a continuous and consistent damage output.

The Ministry of Finance Science Division developed this weapon for all-round use, though arguably it can be difficult to deploy effectively in dogfights against fast targets. The ability to hold the charge and release at will was intended to give pilots more control over their weapon, and increase the fighter fleet's accuracy statistics. The unique characteristics of this weapon, however, mean that custom training is required, making it unsuitable for the Ministry's novice fighter program.

The Mk2 variant offers increased damage output.

Terran L Beam Turret Mk1	**Turret**

Considered to be an entry-level option, the Beam Turret is generally preferred by captains with tight budgetary considerations. That said, the weapon boasts a high level of accuracy, albeit with limits to the amount of damage it can inflict.

The large format Beam Turret is an upgraded version, however, its deficiencies in comparison with other armaments in its class remain apparent.

Terran L Bolt Turret Mk1	**Turret**

Considered to be a support weapon, some captains exclusively train the Bolt Turret on medium-sized targets due to its relatively poor

rotation speed. More advanced tactics include their use in suppressing shield recharge and inhibiting the activation of travel drives.

Terran engineers have succeeded in developing the Large Bolt Turret, with several upgrades increasing commanders' effective tactical options for this weapons system. In the larger format, it can be considered an effective support weapon in capital ship engagements.

Terran L Dumbfire Turret Mk1	**Turret**

No information available

Terran L Mining Turret Mk1	**Turret**

No information available

Terran L Pulse Turret Mk1

Turret

The Pulse Turret is a versatile weapon, but is of limited use against capital ships and stations due to its relatively low damage output. It can otherwise be considered effective in engagement of a wide variety of targets.

The Large Pulse Turret improves on the performance of the medium-class version. In this format, its ability to inflict damage on all classes of target make it a true all-rounder.

Terran L Tracking Turret Mk1

Turret

No information available

Terran M Beam Turret Mk1 **Turret**

Considered to be an entry-level option, the Beam Turret is generally preferred by captains with tight budgetary considerations. That said, the weapon boasts a high level of accuracy, albeit with limits to the amount of damage it can inflict.

Terran M Bolt Turret Mk1 **Turret**

Considered to be a support weapon, some captains exclusively train the Bolt Turret on medium-sized targets due to its relatively poor rotation speed. More advanced tactics include their use in suppressing shield recharge and inhibiting the activation of travel drives.

Terran M Dumbfire Turret Mk1

Turret

No information available

Terran M Electromagnetic Cannon Mk1

Weapon

The use of electromagnetic weaponry has provided the Earth Fleet with near-unparalleled firepower for their ships. These weapons use powerful electromagnetic field generators to propel spheres of plasma at high speeds, with devastating results.

The heavy impact unleashed by the Electromagnetic Cannon renders it a formidable choice for defensive measures against medium-sized ships, capable of delivering decisive, concentrated blows to neutralise threats posed by such adversaries.

Terran M Electromagnetic Turret Mk1 **Turret**

Standard

Alternate

The use of electromagnetic weaponry has provided the Earth Fleet with near-unparalleled firepower for their ships. These weapons use powerful electromagnetic field generators to propel spheres of plasma at high speeds, with devastating results.

The Electromagnetic Turret was long considered an unstable prototype, as the cooling and containment required to generate the plasma safely was not considered possible in the form factor of a turret, because of the requirement for high mobility. Since its release, the turret has proven itself countless times in defending against smaller, agile ships.

Terran M Meson Stream **Weapon**
Mk1, Mk2

The Meson Stream is an incredibly powerful, and correspondingly expensive, weapon that fires a single transient beam that strikes almost instantly. Similar to other high precision weapons, the Meson Stream does not automatically track its target, and relies on the

pilot's skill for aiming. In other respects, including its moderate range, it handles more similarly to beam weapons such as the Beam Emitter. The Meson Stream does not require charging, and can theoretically be fired without releasing the trigger. However, the ship's maximum heat capacity will usually prevent this kind of usage. Because of the weapon's extreme power consumption and heat generation, it can only be attached to high-energy weapon mounts.

For a variety of reasons, the Terran military had long since toyed with the idea of an oversized laser cannon. Despite requiring an entirely new, specialised platform, and bearing an abysmally wasteful energy profile, such a weapon's potential as a deterrent was never in question. Moreover, superweapons maintain a special place in the heart of Terran popular culture, and when the time came to develop the first small-scale prototype, there was overwhelming public support for the project. In light of this, the Meson Stream represented the first cautious, yet determined, steps of the Terran Protectorate towards fulfilling a long-harboured fantasy.

In return for massively increased material cost, the Mk2 variant manages to raise the energy output of the weapon to an even higher level.

Terran M Mining Turret Mk1	**Turret**

No information available

Terran M Proton Barrage **Weapon**
Mk1, Mk2

The Terran Proton Barrage is a short range weapon which can only be attached to high-energy weapon mounts. It is considered the Terran high-energy variant of the Commonwealth Bolt Repeater. Compared to the Bolt Repeater, the Proton Barrage offers higher damage output and projectile speed, but forfeits some of its range. While providing more damage in total, the Barrage has a lower fire rate and focusses on delivering more powerful individual projectiles during its long bursts. Its main downsides are its compatibility restriction that limits it to Terran ship designs, and the fact that it is twice as expensive when compared to the weaker Commonwealth Bolt Repeater. The Proton Barrage is a generalist weapon which performs well against most reasonable targets.

With the reconnection of the Commonwealth, the Terran Secret Service acquired the Bolt Repeater blueprint, enabling Terran engineers to develop it into the Proton Barrage. They adjusted it for Terran high-energy mount compatibility, effectively increasing its power, while also preventing the Commonwealth from using it.

The Mk2 variant increases the damage output, despite reducing the rate of fire, by making the individual projectiles more powerful still.

Terran M Pulse Laser **Weapon**
Mk1, Mk2

Mk1

Mk2

Although it bears the same name as the most widely available weapon in the Jump Gate network, the Terran Pulse Laser functions in a slightly different way. It dispenses with the use of clips for short bursts, and puts a greater emphasis on the power of the individual projectiles. Despite the weapon's reduced effective range, the microscopic particles are accelerated faster and reach their targets much quicker. Heat, therefore, accumulates more quickly than for its non-Terran counterpart, but because of the supreme energy efficiency of the underlying mechanism, overheating remains an unlikely event. As such, pilots who use this version of the Pulse Laser are still rewarded for maintaining pressure on their opponents, and remaining on target for the entirety of the fight.

After the Realignment, the Terran Protectorate was quick to survey the military capabilities of its potential rivals in the new Jump Gate network, and soon acquired blueprints for the most widespread weapon of the time - the Pulse Laser. Noticing its versatility and beautiful simplicity, the well-oiled machine of the Terran military-

industrial complex did what it had always done best: made extensive adjustments to auspicious technology to give it a distinct Terran identity and to prevent reverse-engineering. The result still behaves like a Pulse Laser in practice. Although initially it was deemed unusable by foreign powers, defying all predictions, the Pulse Laser has been retrofitted onto many other ships with only minimal compromise.

The Mk2 variant greatly improves the weapon's energy output and rate of fire, while only marginally raising its rate of heat accumulation.

Terran M Pulse Turret Mk1	**Turret**

The Pulse Turret is a versatile weapon, but is of limited use against capital ships and stations due to its relatively low damage output. It can otherwise be considered effective in engagement of a wide variety of targets.

Terran M Tracking Turret Mk1	**Turret**

No information available

Terran S Electromagnetic Gun Mk1 — **Weapon**

The use of electromagnetic weaponry has provided the Earth Fleet with near-unparalleled firepower for their ships. These weapons use powerful electromagnetic field generators to propel spheres of plasma at high speeds, with devastating results.

The Electromagnetic Gun, whilst being the smallest of this family of weaponry, still boasts an impressive rate of fire, making it a solid choice for ships expected to engage in dogfights.

Terran S Meson Stream — **Weapon**
Mk1, Mk2

The Meson Stream is an incredibly powerful, and correspondingly expensive, weapon that fires a single transient beam that strikes almost instantly. Similar to other high precision weapons, the Meson Stream does not automatically track its target, and relies on the pilot's skill for aiming. In other respects, including its moderate

range, it handles more similarly to beam weapons such as the Beam Emitter. The Meson Stream does not require charging, and can theoretically be fired without releasing the trigger. However, the ship's maximum heat capacity will usually prevent this kind of usage. Because of the weapon's extreme power consumption and heat generation, it can only be attached to high-energy weapon mounts.

For a variety of reasons, the Terran military had long since toyed with the idea of an oversized laser cannon. Despite requiring an entirely new, specialised platform, and bearing an abysmally wasteful energy profile, such a weapon's potential as a deterrent was never in question. Moreover, superweapons maintain a special place in the heart of Terran popular culture, and when the time came to develop the first small-scale prototype, there was overwhelming public support for the project. In light of this, the Meson Stream represented the first cautious, yet determined, steps of the Terran Protectorate towards fulfilling a long-harboured fantasy.

In return for massively increased material cost, the Mk2 variant manages to raise the energy output of the weapon to an even higher level.

Terran S Pulse Laser Mk2	**Weapon**

Although it bears the same name as the most widely available weapon in the Jump Gate network, the Terran Pulse Laser functions in a slightly different way. It dispenses with the use of clips for short bursts, and puts a greater emphasis on the power of the individual projectiles. Despite the weapon's reduced effective range, the microscopic particles are accelerated faster and reach their targets

much quicker. Heat, therefore, accumulates more quickly than for its non-Terran counterpart, but because of the supreme energy efficiency of the underlying mechanism, overheating remains an unlikely event. As such, pilots who use this version of the Pulse Laser are still rewarded for maintaining pressure on their opponents, and remaining on target for the entirety of the fight.

After the Realignment, the Terran Protectorate was quick to survey the military capabilities of its potential rivals in the new Jump Gate network, and soon acquired blueprints for the most widespread weapon of the time - the Pulse Laser. Noticing its versatility and beautiful simplicity, the well-oiled machine of the Terran military-industrial complex did what it had always done best: made extensive adjustments to auspicious technology to give it a distinct Terran identity and to prevent reverse-engineering. The result still behaves like a Pulse Laser in practice. Although initially it was deemed unusable by foreign powers, defying all predictions, the Pulse Laser has been retrofitted onto many other ships with only minimal compromise.

The Mk2 variant greatly improves the weapon's energy output and rate of fire, while only marginally raising its rate of heat accumulation.

Terran S Proton Barrage **Weapon**
Mk1, Mk2

The Terran Proton Barrage is a short range weapon which can only be attached to high-energy weapon mounts. It is considered the Terran high-energy variant of the Commonwealth Bolt Repeater.

Compared to the Bolt Repeater, the Proton Barrage offers higher damage output and projectile speed, but forfeits some of its range. While providing more damage in total, the Barrage has a lower fire rate and focusses on delivering more powerful individual projectiles during its long bursts. Its main downsides are its compatibility restriction that limits it to Terran ship designs, and the fact that it is twice as expensive when compared to the weaker Commonwealth Bolt Repeater. The Proton Barrage is a generalist weapon which performs well against most reasonable targets.

With the reconnection of the Commonwealth, the Terran Secret Service acquired the Bolt Repeater blueprint, enabling Terran engineers to develop it into the Proton Barrage. They adjusted it for Terran high-energy mount compatibility, effectively increasing its power, while also preventing the Commonwealth from using it.

The Mk2 variant increases the damage output, despite reducing the rate of fire, by making the individual projectiles more powerful still.

Terran S Pulse Laser Mk1	**Weapon**

Although it bears the same name as the most widely available weapon in the Jump Gate network, the Terran Pulse Laser functions in a slightly different way. It dispenses with the use of clips for short bursts, and puts a greater emphasis on the power of the individual projectiles. Despite the weapon's reduced effective range, the microscopic particles are accelerated faster and reach their targets much quicker. Heat, therefore, accumulates more quickly than for its non-Terran counterpart, but because of the supreme energy efficiency of the underlying mechanism, overheating remains an

unlikely event. As such, pilots who use this version of the Pulse Laser are still rewarded for maintaining pressure on their opponents, and remaining on target for the entirety of the fight.

After the Realignment, the Terran Protectorate was quick to survey the military capabilities of its potential rivals in the new Jump Gate network, and soon acquired blueprints for the most widespread weapon of the time - the Pulse Laser. Noticing its versatility and beautiful simplicity, the well-oiled machine of the Terran military-industrial complex did what it had always done best: made extensive adjustments to auspicious technology to give it a distinct Terran identity and to prevent reverse-engineering. The result still behaves like a Pulse Laser in practice. Although initially it was deemed unusable by foreign powers, defying all predictions, the Pulse Laser has been retrofitted onto many other ships with only minimal compromise.

The Mk2 variant greatly improves the weapon's energy output and rate of fire, while only marginally raising its rate of heat accumulation.

Terran Sapporo Launcher Array	**Weapon**

Despite the designer's best efforts, no primary weapon could be fitted into the Sapporo without major reworking of fundamental systems, due to the limited space available. To compensate for this, however, many missile launch tubes were inserted, providing a large array of ordinance that would otherwise have been impossible.

While a little unorthodox as a main armament, the Sapporo's missile array still provides a powerful barrage, capable of taking on many M and L sized ships. Its high damage output is only marginally lessened by the limited space available for the crew to manually re-load the launch tubes.

Terran Main Battery	**Weapon**

It is big. It is fast. It is bad for your health.

The Terran Main Battery is unique in that it can be installed on a variety of ships, and initiating its use has the potential to change the course of a battle.

Some describe this rapid-fire Proton Barrage as a "deeply" offensive weapon, which should only be used in operations requiring the most extreme prejudice.

Attempts have periodically been made to negotiate a non-legal status for the Terran Main Battery. However, Terran authorities have rebuffed even exploratory diplomatic dialogues that raise this possibility.

Xenon L Graviton Turret Mk1	**Turret**

The Xenon Graviton Turret is one of the most effective turret weapons known. While lacking in range, it delivers massive damage

using a high-velocity projectile.

Terran weapon-smiths are silent on whether this technology has informed the engineering of their own armaments.

Xenon L Seismic Charge Turret Mk1 **Turret**

Originally designed to break apart asteroids as part of the historic terraforming projects, the Xenon have since repurposed the Seismic Charge Turret for the rigours of interstellar conflict.

Harnessing the power of controlled energy manipulation, the Seismic Charge Turret propels a volatile sphere of concentrated energy towards its target. Upon nearing its mark, the energy sphere detonates with explosive force, unleashing a concussive shockwave that reverberates through the void.

Operating at a measured pace, the Seismic Charge Turret trades sheer volume of fire for precision and impact. Its deliberate rate of fire, coupled with the potent explosive capabilities of each projectile, renders it most effective against medium and large ships, where its concussive force can inflict significant damage and disrupt enemy formations.

Xenon M Impulse Projector Mk1

Weapon

The Xenon Impulse Projector is a high-rate, low-velocity projectile weapon, which in the wrong circumstances, can be a particular threat to smaller vessels. It seems that novel converter topologies enable a greater range than would be expected under current understanding of the technology.

The Impulse Projector has been observed in an apparent Medium Class format, which takes this Xenon technology to a higher level of lethality.

Xenon M Impulse Turret Mk1

Turret

Considered to be an analogue of the commonly used Pulse Turret, the Xenon M Impulse Turret showers targets in a high volume of fire. It is notably effective against fighters.

Xenon M Mining Drill Mk1

Weapon

This ship module is apparently a Xenon Mining Drill, however, it is unclear what performance it delivers and whether it is optimised for the collection of specific minerals. There is continued debate over whether this module has other applicable uses.

Xenon M Needler Turret Mk1

Turret

Standard

Alternate

Originally used as a construction tool, the Needler Turret remains at its core what it has always been, a colossal nail gun designed for heavy duty construction projects. Over time the Xenon have adapted it from firing mundane nails and rivets, to having ammunition chambers housing armour-piercing projectiles, allowing it to deliver devastating blows to enemy ships.

While the Needler Turret may not posses the overwhelming force of some heavier armaments, between its wide angle of fire as a turret,

its fast rate of fire, and each projectile being propelled with startling velocity, it makes a stalwart choice for a variety of scenarios.

Xenon M Plasma Cutter Beam Mk1 **Weapon**

Though originally designed for salvage operations to disassemble wrecks, the Plasma Cutter Beam has been repurposed into a deadly weapon of war.

Operating on a principle of short-lived bursts of devastating energy, the Plasma Cutter Beam boasts a formidable initial onslaught capable of inflicting heavy damage upon unsuspecting adversaries. Though its reload time is protracted and its lifespan brief, when used effectively, the coordinated fire of multiple beams can unleash a torrent of destruction upon any target within range.

Xenon M Positron Turret Mk1 **Turret**

One of the less effective Xenon weapons, the Xenon Positron Turret is relatively weak individually, and has a range shorter than most comparable weapons. However, the sheer numbers of turrets installed on Xenon stations in particular, can add up to a formidable defensive system.

It is hypothesised that this operational deployment by the Xenon is based on the weapon having a low resource cost compared to its likely lifetime usage.

Xenon S Impulse Projector Mk1	**Weapon**

The Xenon Impulse Projector is a high-rate, low-velocity projectile weapon, which in the wrong circumstances, can be a particular threat to smaller vessels. It seems that novel converter topologies enable a greater range than would be expected under current understanding of the technology.

Xenon S Needler Gun Mk1	**Weapon**

Originally used as a construction tool, the Needler Gun remains at its core what it has always been, a huge nail gun designed for heavy duty construction projects. Over time the Xenon have adapted it from firing mundane nails and rivets, to having ammunition chambers housing armour-piercing projectiles, allowing it to deliver devastating blows to enemy ships.

The Needler Gun's high rate of fire transforms what would otherwise be a minor annoyance into a significant stopping power. It is able to cover its target with hits at a rate that can produce significant structural damage in a short amount of time.

Xenon XL Omega Turret Mk1

Turret

No information available

Missiles

EMP Missile Mk1

Known by some pilots as the Hamstring, the EMP is a highly specialised, vessel-disabling missile system frequently used by law enforcement ships for non-lethal interdiction missions. With a powerful matter/antimatter reaction engine, and a highly specialised warhead, this weapon can reach top speeds well in excess of that of common ship travel drives. When it reaches its target, it sheds the protective outer shell and exposes an elaborate antenna array, which it uses to accurately aim and discharge a powerful electromagnetic pulse. The effect of this pulse is a prompt shutdown of the target ship's travel drive, which makes the law enforcement vessel's task of catching up significantly easier. Using a combination of extremely accurate radar, and computer-based prediction algorithms carried out before launch, the weapon works by predicting an impact point from a straight line approach rather than attempting to chase down the target via curves and turns like most other weapons. It is worth noting that, with the extreme speeds provided by the Peregrine engine system, the Hamstring can be a difficult beast to control.

Heavy Barrage Missile Mk1

Designed to be used in large numbers, these missiles provide a good method of creating a blanket of fire across an area of the battlefield. They are primarily used in conflicts against larger, slower M and L class ships, which are unable to avoid the wall of explosions closing in upon them.

Heavy Cluster Missile Mk1

As the name implies, a cluster-based system foregoes the powerful single main charge for a means of releasing several smaller explosives simultaneously, potentially damaging multiple targets at once. While the damage caused to each individual target is naturally significantly less than could be achieved with a unitary charge, cluster-munitions, packing sufficiently powerful sub-munitions, can provide a pilot with the means to quickly disable a hostile target by taking out key components.

Like the dumbfire-type munitions, the cluster-based weapon does not possess the means to compensate for changes in the target's trajectory. Target data from the ship's onboard computer systems is used to program a timer moments before the weapon's launch. Once the timer reaches its end, ideally moments before the missile impacts, a plethora of smart mini-bombs or "bomblets" are dispersed around the target area. These feature fairly advanced homing software to enable them to seek out the more vulnerable parts of the exposed systems of an enemy combatant.

The Heavy Cluster weapon represents a considerable step up in terms of destructive capability, while sacrificing thrust-to-weight ratio, compared to its smaller counterpart. An increase in the number and size of bomblets, along with a new and improved explosive compound, results in significantly increased effectiveness.

Heavy Dumbfire Missile Mk1

Although more powerful than the lighter dumbfire weapons, the Heavy Dumbfire missile is still an economical choice of weapon which allows pilots to punch significantly above their weight. A compromise on thruster performance allows for a significantly enhanced warhead.

Deployed from either a Mk1 or Mk2 standard launcher, a gas-driven piston ejects the missile from the launch tube, after which the thruster engages once safe separation is confirmed. This combination provides enhanced safety, prevents accidental burn on a jammed weapon, and significantly reduces maintenance overheads.

Like its cheaper and less powerful counterpart, the missile utilises a simple impact fuse and an additional fallback timer. However, the Heavy Dumbfire missile features two separate warhead components that sit in tandem directly behind the impact fuse. When triggered, the precursor warhead immediately detonates, sending a superheated dart capable of piercing the outer hull of most ships. Microseconds after the precursor is fired, the much larger main charge triggers a conventional high explosive, causing potentially catastrophic damage to smaller vessels and significant damage to larger ones. If the weapon fails to impact the intended target, it will continue in a straight line until the onboard timer expires, at which point it will safely self-destruct.

Heavy Dumbfire Missile Mk2

Although more powerful than the lighter dumbfire weapons, the Heavy Dumbfire missile is still an economical choice of weapon which allows pilots to punch significantly above their weight. A compromise on thruster performance allows for a significantly enhanced warhead.

Deployed from either a Mk1 or Mk2 standard launcher, a gas-driven piston ejects the missile from the launch tube, after which the thruster engages once safe separation is confirmed. This combination provides enhanced safety, prevents accidental burn on a jammed weapon, and significantly reduces maintenance overheads.

Like its cheaper and less powerful counterpart, the missile utilises a simple impact fuse and an additional fallback timer. However, the Heavy Dumbfire missile features two separate warhead components that sit in tandem directly behind the impact fuse. When triggered, the precursor warhead immediately detonates, sending a superheated dart capable of piercing the outer hull of most ships. Microseconds after the precursor is fired, the much larger main charge triggers a conventional high explosive, causing potentially catastrophic damage to smaller vessels and significant damage to larger ones. If the weapon fails to impact the intended target, it will continue in a straight line until the onboard timer expires, at which point it will safely self-destruct.

Improvements to the thruster chemical composition and the use of a more advanced type of fuel means that the Heavy Dumbfire Mk2 is a slightly more responsive weapon system compared to its predecessor.

Heavy Guided Missile Mk1

It was during initial testing that a curious side-effect of a new thruster nozzle would give the "Banshee" missile its now iconic nickname. While undergoing power and stability testing, the weapon was fixed in a rig while the rocket motor was fired. The research team found that, at certain settings, the weapon emitted a sound wave that bore an eerie resemblance to the screams of the Banshee, a Terran mythical creature. This issue was eventually tracked down to an improperly configured pressure valve, but by the time a fix had been issued, the name had stuck.

Compared to the Light Guided missiles, the Banshee is significantly slower but carries an absolutely devastating punch. In small salvoes, this is a good weapon to install on a fighter intended to counter heavier corvettes, and potentially even frigates, where the inherent agility advantage of the fighter can help offset the somewhat

sluggish nature of this weapon. An upgraded weapon-to-ship data link not only improves the chances of first time contact, but also allows the missile to come around for multiple passes in the event of failure to connect on the first attempt. However, the weapon can be very susceptible to even basic heat-based decoys.

Heavy Heatseeker Missile Mk1

After evaluating the performance of the Light Heatseeker missile, the design-team responsible for its creation noticed something peculiar. During testing, a significant number of encounters resulted in mission failures that could have been prevented by fitting the missile with just a slightly more powerful warhead. Unfortunately, when the team brought this matter up, politics got in the way and what was intended to be a simple upgrade turned into a weapon so different that it became its own development program entirely.

This new Heavy Heatseeker weapon, nicknamed the Icarus, is a heat-seeking missile with a powerful warhead capable of dealing significant, possibly even catastrophic, damage to most fighters, heavy fighters and corvettes. While multiple impacts may be required to take out a frigate, the weapon is more than capable of that as well. It is not too agile though and like its smaller cousin, it suffers from the same design compromises on its guidance package, meaning it can be fairly easily defeated by decoys.

Heavy Scatter Missile Mk1

The Heavy Scatter missile is a two-stage weapon. In order to fit within the fixed dimensions of standard launchers, a compromise had to be found in order to provide a rapid-fire solution using rockets as ammunition in place of ordinary gun systems. The weapon contains a primary stage which consists of an outer, detachable shell

and internal wiring as well as the necessary attachment points for housing several individual rockets. Once the weapon has cleared the launcher and the main body is at a safe distance from the ship, the outer shell will detach from the internal rigging into four separate pieces. In a matter of microseconds the smaller individual rockets detach from the internal rigging and their boosters ignite, propelling them towards the target at speed. The weapon behaves much like a very complex shotgun, albeit a shotgun that fires rockets instead of pellets.

Using a combination of high explosive and incendiary warheads can inflict widespread damage to multiple separate points on an enemy combatant, and is a very effective way of overpowering their damage control capabilities. It is, however, extremely inaccurate and should be used only from point-blank range against L and XL targets.

Heavy Smart Missile Mk1

The Heavy Smart missile was an ATF project intended to complement the smaller and slightly more agile Light Smart system. Where the Light Smart missile would be used against the agile fighters and heavy fighters of the Xenon, the Heavy Smart missile was meant for heavy fighters and light to medium corvette-sized ships. Like its smaller counterpart, the Heavy Smart missile also required the same focus on friend-foe discrimination capability, but its warhead would be scaled up in order to more effectively handle the larger types of targets it was intended for use against. Unfortunately, the weapon system suffered the same fate as the Light Smart missile; the ATF stopped development in favour of more promising weapon systems and the technology remained dormant for many decades before research was continued by an intrepid Argon scientist, who obtained the schematics from an undercover agent.

Heavy Starburst Missile Mk1

The Starburst, whose name comes from its peculiar warhead, is a missile that embodies the Split mentality of hitting hard. So hard in fact, that by some measures, it carries arguably the most powerful warhead available for any missile weapon shy of a torpedo-class munition. The incredible destructive power of the weapon, along with its classification, has been the source of no small number of legal disputes between the Split, seeking to keep it as a missile for export purposes, and certain non-Split wishing to have it reclassified as a Torpedo for their own benefit.

The Starburst uses a special kind of fuel, in the form of a continuous rod that extends through almost the entire length of the weapon. This rod serves as both fuel for the engine, and as the source of its destructive potential. The rate of combustion is kept under control by spraying the fuel-rod with a dampener-agent, without which the burn-rate spirals out of control much in the same way as a star going supernova, albeit on a much smaller scale.

Heavy Swarm Missile Mk1

The bigger sister to the Light Swarm missile, the Heavy Swarm version is also a Paranid weapon system designed to overcome defensive anti-missile measures on a well equipped target. Like its smaller counterpart, the Heavy Swarm missile uses a two-stage solution to achieve this. A larger primary stage consists of an external shell that carries multiple, smaller missiles internally. The outer shell ensures compliance with standardised launchers, and the internally carried sub-missiles are released just a few seconds after launch. At that point, they disperse and follow an infra-red spectrum guidance laser from the launching ship to the intended target. The use of the laser makes the system somewhat cheaper, which helps

offset the cost of several guidance sections, but also makes the weapon susceptible to infra-red decoys such as flares.

The sub-missiles are fitted with fairly powerful high-explosive warheads behind a teladianium disc. When triggered, the teladianium forms into a shape somewhat like a dart. This dart penetrates into the target where it fractures into large, devastating shards of almost molten metal, causing tremendous damage.

Heavy Torpedo Missile Mk1

The Heavy Torpedo missile is more commonly known as the Triton. Torpedoes are significantly slower than other missile weapons but they provide far and away more firepower on impact than any other type. They are best utilised, therefore, against less agile ships and emplacements that cannot easily avoid the impact simply by moving out of the way. Significantly more powerful than the Light Torpedo missile, this weapon is the premier choice against the heaviest and most durable of hostile vessels. No other weapon delivers as much destructive power as the Triton in a single explosive blast. The Triton missile is a hot-launched weapon. This means the rocket motor fires immediately upon button-press and begins its slow, ponderous journey towards the target. This in turn imparts significantly more stress and maintenance costs upon the launcher itself. Like its smaller counterpart, the Light Torpedo missile, the Triton is extremely resilient to countermeasures.

Light Barrage Missile Mk1

Designed to be used in large numbers, these missiles are used for anti-fighter screening of a fleet. Fast and nimble with re-targeting capabilities, they can be a severe threat to any group of small ships.

Light Cluster Missile Mk1

As the name implies, a cluster-based system foregoes the powerful single main charge for a means of releasing several smaller explosives simultaneously, potentially damaging multiple targets at once. While the damage caused to each individual target is naturally significantly less than could be achieved with a unitary charge, cluster-munitions, packing sufficiently powerful sub-munitions, can provide a pilot with the means to quickly disable a hostile target by taking out key components.

Like the dumbfire-type munitions, the cluster-based weapon does not possess the means to compensate for changes in the target's trajectory. Target data from the ship's onboard computer systems is used to program a timer moments before the weapon's launch. Once the timer reaches its end, ideally moments before the missile impacts, a plethora of smart mini-bombs or "bomblets" are dispersed around the target area. These feature fairly advanced homing software to enable them to seek out the more vulnerable parts of the exposed systems of an enemy combatant.

Light Disruptor Missile Mk1

The Disruptor missile might be one of the most insidious missile systems currently available. It is likely that the weapon was reverse engineered from the Hamstring EMP-system. While the Hamstring is a non-harmful weapon that causes no lasting damage to the target and leaves the crews unharmed, the Disruptor missile has no such limitations. Using a modified copy of the Hamstring's Peregrine engine, it accelerates to a brisk pace in pursuit of its target. When the missile gets close enough to its target, it brutally attacks, not just with an electromagnetic pulse discharge, but also by allowing its reactor to go critical and subsequently detonate. The electromagnetic pulse is blasted into the target vessel moments

before a violent explosion wreaks havoc on its control and guidance systems. This level of interference is enough to trick a target vessel's security protocols into triggering emergency shutdowns of their own propulsion systems, leaving them effectively immobilised for roughly the duration of a short system scan and reboot. Like the Hamstring, the extreme speeds provided by the Peregrine engine system mean that the Disruptor missile can be a difficult to control.

Light Dumbfire Missile Mk1

Commonly referred to as the "Wasp" among the crews of Argon ships, this rocket system is fitted with a target-data processor instead of the technologically advanced guidance systems found on more expensive weapons. As a non-guided weapon, it does not possess the means to compensate for changes in the target's trajectory. While use against agile targets is therefore not advised, when used against slower targets the Wasp allows pilots to punch significantly above their weight without having to invest in more expensive missile-based weapons.

Deployed from either a Mk1 or Mk2 standard launcher, a gas-driven piston ejects the missile from the launch tube, after which the thruster engages once safe separation is confirmed. This combination provides enhanced safety, prevents accidental burn on a jammed weapon, and significantly reduces maintenance overheads. The Light Dumbfire missile features a simple impact fuse, which triggers the warhead upon confirmed impact with any object, and an additional fallback timer. The timer is a solution to the problem that any projectile fired into space will eventually make contact and cause significant damage to whatever it impacts with. Upon reaching the specified time after launch, if the target has not already been hit, the weapon will self-detonate, leaving behind harmless microparticles as its only debris.

Light Dumbfire Missile Mk2

Commonly referred to as the "Wasp" among the crews of Argon ships, this rocket system is fitted with a target-data processor instead of the technologically advanced guidance systems found on more expensive weapons. As a non-guided weapon, it does not possess the means to compensate for changes in the target's trajectory. While use against agile targets is therefore not advised, when used against slower targets the Wasp allows pilots to punch significantly above their weight without having to invest in more expensive missile-based weapons.

Deployed from either a Mk1 or Mk2 standard launcher, a gas-driven piston ejects the missile from the launch tube, after which the thruster engages once safe separation is confirmed. This combination provides enhanced safety, prevents accidental burn on a jammed weapon, and significantly reduces maintenance overheads. The Light Dumbfire missile features a simple impact fuse, which triggers the warhead upon confirmed impact with any object, and an additional fallback timer. The timer is a solution to the problem that any projectile fired into space will eventually make contact and cause significant damage to whatever it impacts with. Upon reaching the specified time after launch, if the target has not already been hit, the weapon will self-detonate, leaving behind harmless microparticles as its only debris.

The Light Dumbfire Mk2 is the next step up from the Mk1. The increase in performance over the cheaper version can make the difference between victory and emergency ejection.

Light Guided Missile Mk1

The Light Guided missile provides the first step into the world of guided missiles for most rookie pilots. It is a relatively inexpensive

system compared to its more capable counterparts. Cheap, fairly easy to produce, and with very little in the way of training required for its use, this is a great way to give a new pilot a significant advantage in combat.

The guidance system is a simplistic one-way data link that enables the launch platform to continuously feed the missile updated information on its position relative to that of its intended target. Unfortunately, it is exceptionally easy to jam and, combined with the use of a very rudimentary thermal imaging sensor, it is very poorly suited to engaging agile targets with capable missile countermeasures on board. In keeping with the other cost-saving measures of the weapon, the Light Guided Mk1 has only a very basic ability to penetrate the armoured hulls of warships. However, if a breach does occur, the fact that the charge was originally designed for mining in deep space means it retains a high degree of efficiency.

Light Heatseeker Missile Mk1

The Light Heatseeker missile, known by many pilots as the Stormbolt, is the Paranid answer to the need for a missile system with minimal prelaunch lock-on time. Given the often tightly choreographed Paranid approach to combat manoeuvres, and the frantic nature of dogfights in general, where split-second decisions and actions can have severe consequences, this targeting logic was deemed in accordance with the Holy Three-Dimensionality. Funding for its development was allocated, and what they got in return was a weapon that has virtually no lock-on time requirement whatsoever. That advantage, however, comes at a significant cost to threat-identification and countermeasure burn-through capability. In practice, this means that the weapon is easily foiled by decoys and best used either in massed volleys, often from multiple ships, or in drawn-out engagements in which the enemy's supply of countermeasures is depleted. Naturally, this sort of approach does not sit too well with a military that prides itself on efficiency.

Exactly how the blueprints for the Stormbolt found their way to the open markets is unknown, but while the weapon failed to gain traction with the Paranid, other races with a less frugal view on munitions expenditure have since made good use of it.

Light Interceptor Missile Mk1

Warden, Guardian, Sentinel. This weapon system has a lot of fitting names, almost all of them indicative of some sort of protective nature, and is one of those rare cases of a truly defence-oriented weapon with an underlying idealistic background. The blueprints were distributed anonymously, and roughly at the same time, to a great many factions, in the face of an influx of Split raiding ships. While the origins of the system remain shrouded in mystery, it presents a very real and often-lauded tool today, that often sees use in defensive turrets on trade and cargo ships, as well as on defensive installations in various sectors. While the system is primarily intended to be used as a defensive, counter-missile tool, it is also quite capable of warding off potential aggressors. With a salvo-based firing solution, a ship under attack can quite quickly put out a very large quantity of defensive fire which is often enough to dissuade or destroy an opportunistic assailant.

Light Smart Missile Mk1

The Light Smart missile was an ATF project looking into advanced seeker technologies, intended to enable the use of missiles against swarms of Xenon craft, even in protracted battles with friendlies in close proximity. This necessitated highly advanced friend-foe identification capabilities, as well as a tightly restrained explosive effector, in order to avoid accidentally inflicting damage on friendly ships near the intended target. ATF stopped development in favour of more promising weapon systems and the technology remained

dormant for many decades before research was continued by an intrepid Argon scientist, who obtained the schematics from an undercover agent.

The Light Smart missile relies on a special chemical mixture for its burn that gives a markedly reduced thermal signature. This, combined with the smokeless launch of the magnetic induction system, means that its launch can be very difficult to detect by the intended target, especially if the pilot is clever enough to conceal the launch with an appropriate manoeuvre. The Light Smart missile has a very small warhead; however, once released, its long, narrow dart is capable of penetrating through the forms of most Xenon ships dealing massive damage to their internals.

Light Swarm Missile Mk1

The Light Swarm missile is the Paranid solution to the need for a missile system with an enhanced defence bypass capability from a single launcher system. A single container missile is launched from a standardised universal launcher tube. The container is really only there to ensure compatibility with standardised tube dimensions, and is discarded immediately after clearing the launch-tube. As the four-part outer shell peels away, the Light Swarm missile reveals its many, viciously fanged heads in the form of several smaller, independently operating missiles that streak towards the target.

An unfortunate compromise born of the smaller form factor of these sub-missiles, is naturally that their warheads and guidance sections are not nearly as capable as those of a full-sized weapon. However, where a full-sized weapon would present a significantly easier interception task for the defensive gun and missile systems on a target vessel, the multiple smaller weapons complicate this, both by increasing the saturation level through sheer numbers but also by being smaller and effectively a harder target to hit. This requires

guns to stay longer on target, and defensive missile banks to expend many more shorts to avert an impact.

Light Torpedo Missile Mk1

Torpedoes are significantly slower than other missile weapons but they provide far and away more firepower on impact than any other type. They are best utilised, therefore, against less agile ships and emplacements that cannot easily avoid the impact simply by moving out of the way. The Light Torpedo missile is a hot-launched weapon. This means the rocket motor fires immediately upon button-press and begins its slow, ponderous journey towards the target. This in turn imparts significantly more stress and maintenance costs upon the launcher itself. With an enlarged launcher comes a larger body which allows significantly more room for explosive mass in the weapon. This torpedo is a two-stage weapon with a powerful high explosive precursor warhead that violently rips a hole in the enemy vessel. A primary charge then detonates and turns the weapon into a massive and extremely damaging fragmentation grenade, more than powerful enough to rip apart most ships in a single blow. The Light Torpedo missile is extremely resilient to countermeasures.

THRUSTERS

Commonwealth L All-round Thrusters
Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Commonwealth M All-round Thrusters
Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Commonwealth M Combat Thrusters
Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Commonwealth S All-round Thrusters
Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Commonwealth S Combat Thrusters

Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

XL All-round Thrusters

Mk1, Mk2, Mk3

Mk1

Mk2

Mk3

No information available

Drones

Drones are designed to specialise in a narrow field of tasks. With AI research outlawed to avoid a similar situation to the Terraformer-Xenon evolution, drones are limited in scope and capability. However, results from Xenon research have led to advancements in drone technology, something which troubled many experts.

Argon Station Security Vessel **Drones**

Argon Station Security Vessels police the vicinity of Argon installations, seeking out felons and those carrying contraband. While they are lightly armed, crossing them may compromise a captain's good standing with the authorities.

Building Drone **Drones**

Affectionately named "termites", building drones are an essential component of station construction.

All races have moved to drone-based construction due to the scale of injury and loss of sentient life incurred through manual methods.

Cargo Drone

Drones

The Cargo Drone is a Teladi invention that expedites freight transfers and is ubiquitously popular among merchants across the known galaxy.

Defence Drone

Drones

Advanced battlefield tactical command has been transformed by the evolution of Defence Drones. Once little more than cannon fodder, a drone swarm is now a formidable defensive capability.

The very best commanders are able to coordinate drone and non-drone strategies, adapting them to make best use of the strengths of each. Defence drone mastery is not an easy task, however; it is the mark of a top-flight tactician.

Gas Collector Drone

Drones

The Gas Collector Drone is an advanced drone system that greatly increases the efficiency of gaseous harvesting operations, particularly when used in large quantities.

Medium Drop Drone

Drones

The Drop Drone is an essential system in terraforming operations, transporting the required surface-bound wares.

The Medium-sized model is an upgraded drone with additional capacity.

Mining Drone **Drones**

The humble Mining Drone is an essential asset at the heart of any primary resource-based business empire. Inexpensive, but highly vulnerable, the "termite" as it is colloquially referred to, is highly effective, particularly when deployed in large numbers.

Paranid Station Security Vessel **Drones**

The Paranid authorities are notoriously strict, particularly if a captain is not of their species. It is advisable to remain polite and compliant with regard to the Station Security Vessels policing Paranid space.

Repair Drone **Drones**

The Repair Drone is an autonomous, self-propelled micro-vessel that is used for the repair of ship and station hulls.

Split Station Security Vessel **Drones**

The Split police and their Station Security Vessels are known to be impatient, abrupt and trigger happy. "Innocent until proven guilty" is not a concept that translates well into Split culture.

Teladi Station Security Vessel A **Drones**

While the Teladi are tolerant of the trading of many wares that are illegal elsewhere in the Commonwealth, access to those markets requires the good maintenance of a trader's reputation. It is wise to remain respectful of the Teladi Police and their Station Security Vessels.

Teladi Station Security Vessel B **Drones**

While the Teladi are tolerant of the trading of many wares that are illegal elsewhere in the Commonwealth, access to those markets requires the good maintenance of a trader's reputation. It is wise to remain respectful of the Teladi Police and their Station Security Vessels.

Teladi Station Security Vessel C **Drones**

While the Teladi are tolerant of the trading of many wares that are illegal elsewhere in the Commonwealth, access to those markets requires the good maintenance of a trader's reputation. It is wise to remain respectful of the Teladi Police and their Station Security Vessels.

Terran Station Security Vessel

Drones

Terran police forces generally recruit martial-minded people who failed the tough military entrance exams. This results in a Station Security Corps, whose vessels intercept honest traders as often as criminals.